THE OFFICIAL POKéMON TRAINER'S GUIDE FROM NINTENDO POWER

POKéMON™

STADIUM

OFFICIAL
Nintendo®
PLAYER'S GUIDE

OFFICIAL PLAYER'S GUIDE

POKéMON™ STADIUM

PREPARE FOR THE ULTIMATE TEST OF POKéMON POWER! THE GREATEST POKéMON TRAINERS IN THE WORLD AWAIT INSIDE THE LEGENDARY WALLS OF POKéMON STADIUM, READY TO BATTLE ALL WHO DARE TO CHALLENGE THEM. CAN YOU BEAT 'EM ALL?

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CONTENTS

Step into the Stadium 2
How to Battle 4
Types & Abilities 7
Build a Team 10
Type Chart 11
Pokémon Conditioning 12
Tactical Tips 14
Kids' Club 16
Gallery 18

ROUND 1 . . . . **19**
Pika Cup 20
Petit Cup 24
Poké Cup 28
Prime Cup 41
Pewter Gym 54
Cerulean Gym 56
Vermilion Gym 58
Celadon Gym 60
Fuchsia Gym 62
Saffron Gym 64
Cinnabar Gym 66
Viridian Gym 68
Vs. Elite Four 70
Rival 72
Mewtwo 74

ROUND 2 . . . . **75**
Pika Cup 76
Petit Cup 80
Poké Cup 84
Prime Cup 97
Pewter Gym 110
Cerulean Gym 112
Vermilion Gym 114
Celadon Gym 116
Fuchsia Gym 118
Saffron Gym 120
Cinnabar Gym 122
Viridian Gym 124
Vs. Elite Four 126
Rival 128
Mewtwo 130

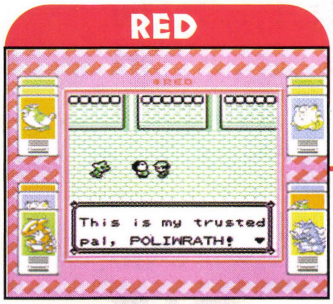
POKéDEX **131**
Yellow Pokémon Chart 132
Red Pokémon Chart 133
Blue Pokémon Chart 134
Pokédex Key 135
Abilities & Attacks Charts 201
TM & HM Lists 204
TM & HM Charts 205
Stadium Secrets 208

STEP INTO THE STADIUM

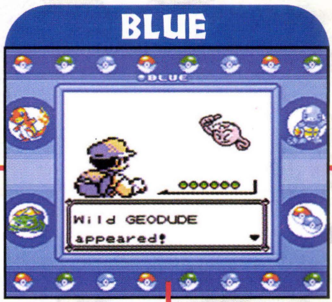
You have entered Pokémon Stadium, where Pokémon Trainers test the mettle of their Pokémon in beautiful 3-D. The battles are challenging for inexperienced Pokémon League hopefuls, and even the most dedicated Pokémon Masters will meet their match in the game's grueling Cups and Gyms. The fun goes beyond the battle arena with minigames, a photo gallery and an option to import Pokémon from your Game Boy.

POKéMON BATTLES ON THE N64—COOL!

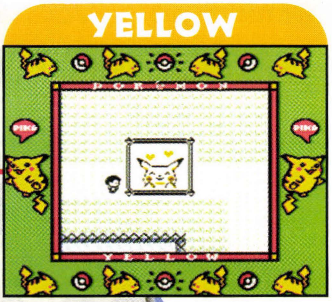
Pokémon Stadium focuses on one of the most popular and exciting aspects of the Pokémon Game Boy game—the battles. Inside this Stadium you can do battle with the famous Gym Leaders and the Elite Four, and you can also enter Cups with Pokémon of various levels and sizes. With your Game Boy game and the Transfer Pak that is bundled with Pokémon Stadium, you can use your favorite Pokémon in the battles and even play your Game Boy Pokémon game on your N64. If you don't have a Pokémon Game Boy game, don't worry. You can rent all the Pokémon you need to battle every last competitor in the game, including the Gym Leaders, your friends or the fierce and powerful Mewtwo. But that's not all Pokémon Stadium has to offer. In the Gallery, you can snap pictures of your own or rental Pokémon, and the Kids' Club features nine minigames that let you test your skills in a number of carnival-type games. There is even a Hall of Fame in the Victory Palace to honor great Pokémon!



This is my trusted pal, POLIWRATH!



Wild GEODUDE appeared!

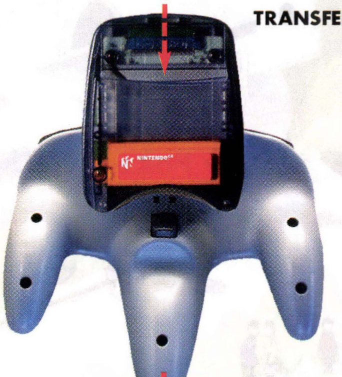

YELLOW
POKéMON
PIKA
YELLOW

GAME BOY POKéMON GAME

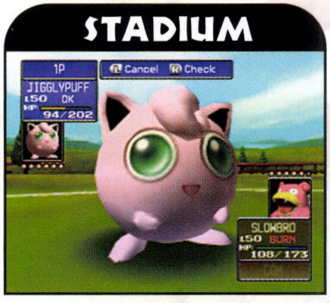
You can use the Transfer Pak and the N64 to play your Game Boy Pokémon Red, Blue or Yellow game on your TV. You can also transfer Pokémon from your Game Boy game to Pokémon Stadium and use them in battle.

GAME PAK

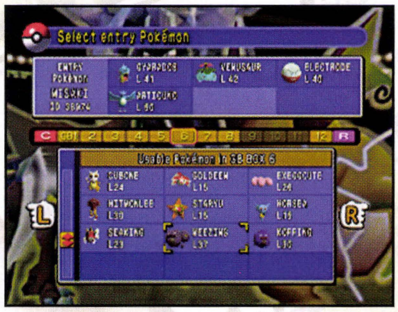
TRANSFER PAK


NINTENDO64

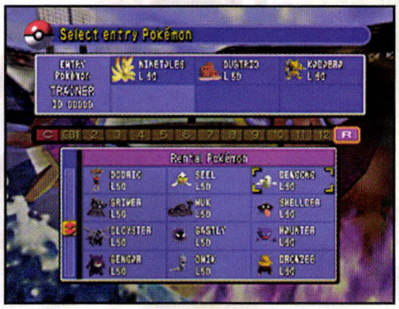
STADIUM


1P
Cancel
Check
JIGGLYPUFF
L50 OK
HP 94/202
SLOWBRO
L50 BURN
HP 108/173

GAME BOY


Select entry Pokémon
ENTRY Pokémon
GYARADOS L41
VENUSAUR L42
ELECTRODE L40
RATICATE L40
C GB1 2 3 4 5 6 7 8 9 10 11 12 R
Usable Pokémon in GB BOX 6
CUBONE L24
GOLDEEN L15
EXEGGCUTE L24
HITMONLEE L30
STARYU L15
HORSEA L15
SEAKING L23
WEEZING L37
KOFFING L30
L
R

RENTAL

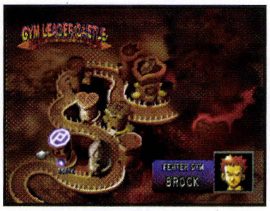

Select entry Pokémon
ENTRY Pokémon
TRAINER
ID 00000
NINETALES L50
DUGTRIO L50
KADABRA L50
C GB1 2 3 4 5 6 7 8 9 10 11 12 R
Rental Pokémon
DODRIO L50
SEEL L50
DEWGONG L50
GRIMER L50
MUK L50
SHELLDER L50
CLOYSTER L50
GASTLY L50
HAUNTER L50
GENGAR L50
ONIX L50
DROWZEE L50

RENT OR OWN

The Transfer Pak allows you to use your own Pokémon in all of the battles in Pokémon Stadium. Rental Pokémon are available if you don't have a Game Boy Pokémon game or if your Pokémon don't qualify for some battles. You can even make a team that has your own Pokémon fighting side by side with rental Pokémon.

POKéMON STADIUM TOUR

The main overworld of Pokémon Stadium is where you can choose most of the activities, features and battles in the game. It's set up like a map, and you move the Magneton-shaped cursor over the part of the game you'd like to enter and press the A Button to begin your game. The main battles take place in the Gym Leader Castle, the Stadium and the Free Battle area. The minigames are located inside the Kids' Club, and the Victory Palace will begin to fill up once you start winning Cups. You need to use the Transfer Pak and a Game Boy Pokémon game to access the Game Boy Tower and the Pokémon Lab.



Gym Leader Castle

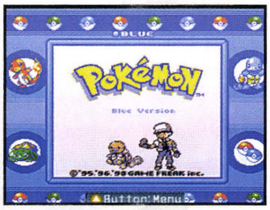
They say the person who reaches the top of Gym Leader Castle is the ultimate Trainer. You must defeat three Trainers and one Gym Leader in each of eight Gyms, then beat the Elite Four and your Rival to make it to the top.

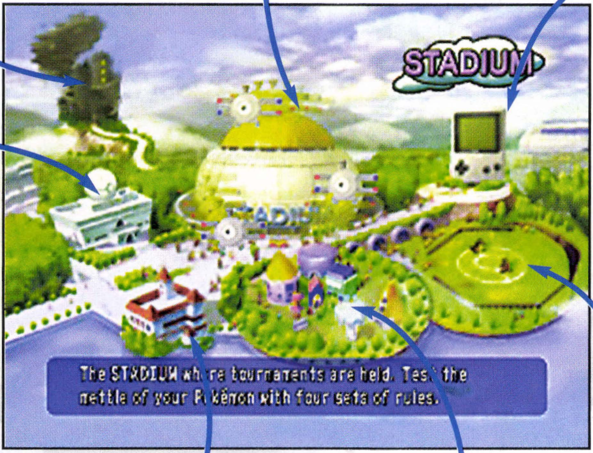
Stadium

Inside the Stadium you will find the Poké Cup, the Official Pokémon League Tournament; the Prime Cup, an "anything goes" competition; and the Pika and Petit Cups for smaller and lower-level Pokémon.

Game Boy Tower

If you have a Pokémon Red, Blue or Yellow game, you can use the Transfer Pak bundled with Pokémon Stadium to play it in the Game Boy Tower. The screen's border will reflect the color of the Pak you are playing.

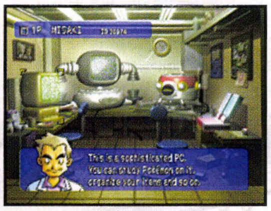




The STADIUM wh re tournaments are held. Tes the mettle of your P kémon with four sets of rules.

Pokémon Lab

Inside Professor Oak's Lab, you can arrange your Game Boy Pokémon Pak items and Pokémon and save them to your Pokémon Stadium Pak. You can also trade Pokémon with your friends (with a second Transfer Pak) and access a 3-D version of your Pokédex that's jam-packed with interesting info about your Pokémon.



This is a sophisticated PC.
You can study Pokémon on it,
organize your items and so on.

Victory Palace

This Hall of Fame will be empty until you can finish a Cup or the entire Gym Leader Castle. Once a team is successful in battle, statues of the members will be enshrined in the Hall of Fame.

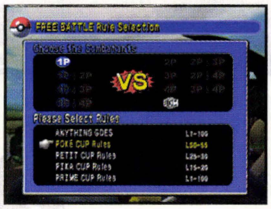
No.135
JOLTEON

Kids' Club

Fun-loving Pokémon invite you to join them in the Kids' Club, which has nine minigames starring Pikachu, Magikarp, Lickitung, Ekans, Clefairy and others. Minigames can be played at Easy, Normal and Hard difficulty levels.

Free Battle

Up to four players can participate in the Free Battles. Players can use the Transfer Pak to battle with their own Pokémon, and rental Pokémon are also available for use. Battles with three or four players are played tag-team style.

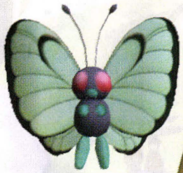


FREE BATTLE Rule Selection

Choose the Combatants

Please Select Rules

ANYTHING GOES	L1-100
POKé CUP Rules	L50-55
PETIT CUP Rules	L25-30
PIKA CUP Rules	L15-20
PRIME CUP Rules	L1-100



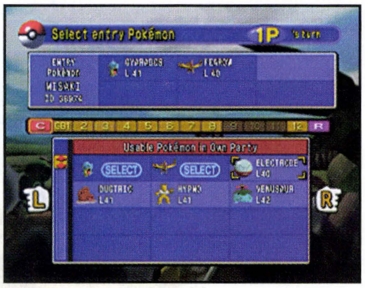
HOW TO BATTLE

Giving battle commands to your Pokémon is menu-driven and simple in Pokémon Stadium. Once you've decided which six Pokémon will form your team in a Cup, Gym or Free Battle, you will then pick three to use in each particular battle. Battles are turn-based, and you give one command at a time to your Pokémon.

CHOOSE YOUR ENTRY POKéMON

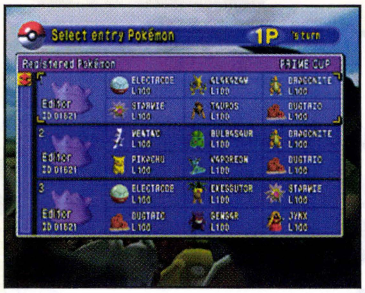
The Gyms, the Cups and even the Free Battles each have rules about which Pokémon you can enter into a battle. All of them are open to Pokémon from your Game Boy Game Pak, if you have one, and, of course, rental Pokémon are always available. At the start of a match, you choose a team of six Pokémon from either your Pokémon Game Boy game, the rental Pokémon, or a combination of both. Only the Pokémon who meet the eligibility requirements for the battle will be shown. You can register teams you use often, which makes the start of a match move very quickly.

GAME BOY PAK POKéMON


Select entry Pokémon
1P 's turn
ENTRY Pokémon
MISAKI
Usable Pokémon in Own Party
SELECT
SELECT
ELECTRODE L40
L
R

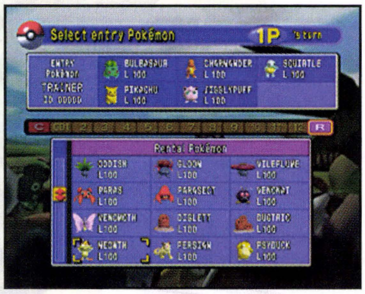
The Pokémon on your Game Boy Pak that are eligible for the current match (determined by level, among other factors) will be shown in boxes with their nickname and level displayed. You may choose these Pokémon for your team, and you may also add rental Pokémon to make that team balanced, if you'd like.

REGISTERED POKéMON TEAMS


Select entry Pokémon
1P 's turn
Registered Pokémon
PRIME CUP
Editor

When you have found a team you really like, you can register it to make it easy to access at the start of a match. You can register up to 10 teams for each of the six different sets of rules—Gym Leader Castle, Free Battle and the four Cups. You can save any sort of team to the Stadium Pak, even if some or all of the Pokémon came from a Game Boy cartidge.

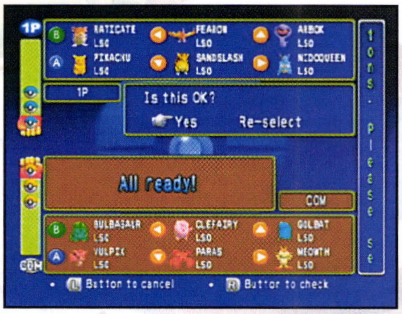
RENTAL POKéMON


Select entry Pokémon
1P 's turn
ENTRY Pokémon
TRAINER
Rental Pokémon

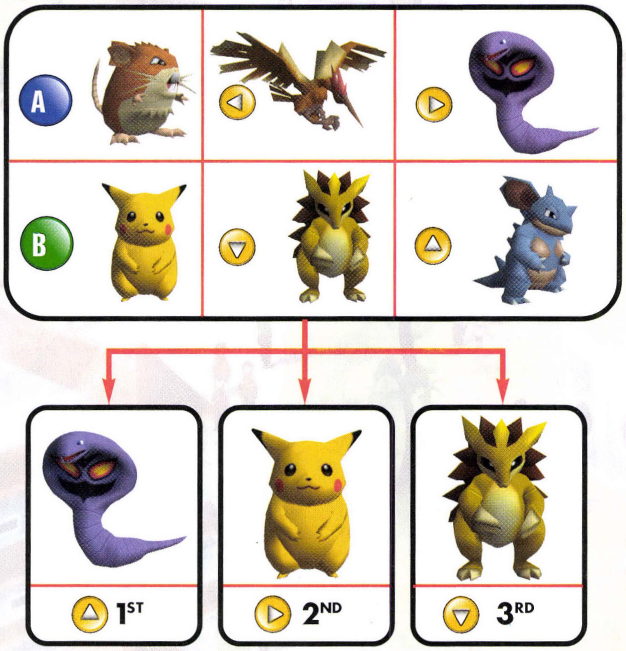
Every battle has Pokémon for rent. The Pokémon will always conform to the rules of the match, and the attacks, level and HP will be different for the same Pokémon in different battles for example, the rental Gengar in the Gym Leader Castle is level 50 and has Confuse Ray, while the rental Gengar in the Prime Cup is level 100 and has Night Shade.

SELECT POKéMON FOR BATTLE

Your team has six Pokémon on it, but you can take only three into any given battle, except an "Anything Goes" match in the Free Battle area and the battle with Mewtwo, where you can use all six members of your team. Each Pokémon is assigned a button on the Controller, and you choose that Pokémon to be on your team by selecting its assigned button. The first Pokémon you choose will be the first to battle. The Pokémon are then reassigned to the top, right and bottom C Buttons, so you can choose them in battle.


1P
RATICATE
FEAROW
ARBOK
PIKACHU
SANDSLASH
NIDOQUEEN
Is this OK?
Yes
Re-select
All ready!
COM
BULBASAUR
CLEFAIRY
GOLBAT
VULPIX
PARAS
MEOWTH
Please
Button to cancel
Button to check

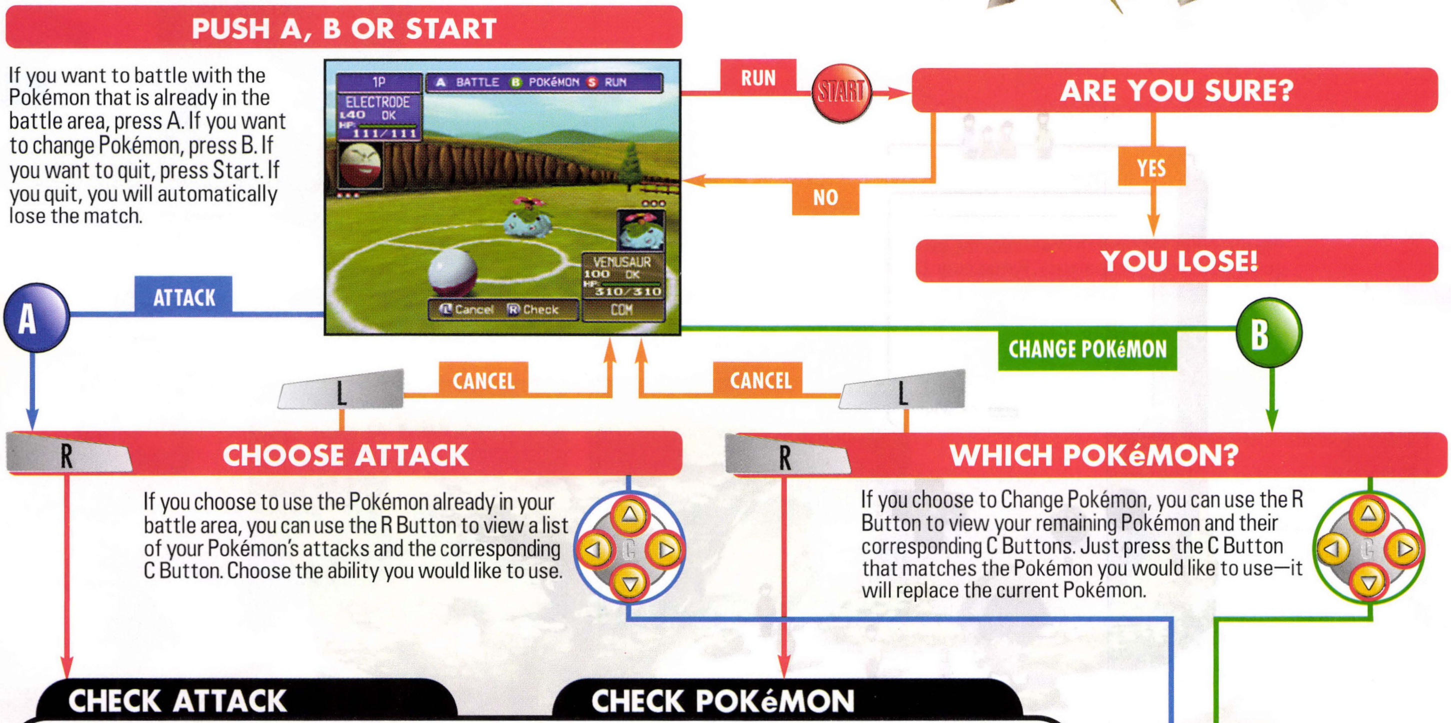
FULL TEAM


A
B
1ST
2ND
3RD

BATTLE PICKS

TAKE YOUR TURN

You have three choices for action during each turn. You can attack with your current Pokémon, a process you start with the A Button; you can change your current Pokémon, which you initiate with the B Button; or, if things are really bad, you can Run, or quit the battle, by pressing the Start Button. The flow chart below shows how a turn progresses.


PUSH A, B OR START
1P
ELECTRODE
L40 OK
HP
111/111
A BATTLE B POKéMON S RUN
VENUSAUR
100 OK
HP
310/310
COM
L Cancel R Check
RUN
START
ARE YOU SURE?
YES
NO
YOU LOSE!
A
ATTACK
B
CHANGE POKéMON
CANCEL
L
CANCEL
L
R
CHOOSE ATTACK
R
WHICH POKéMON?
C
C
CHECK ATTACK
CHECK POKéMON

If you want to battle with the Pokémon that is already in the battle area, press A. If you want to change Pokémon, press B. If you want to quit, press Start. If you quit, you will automatically lose the match.

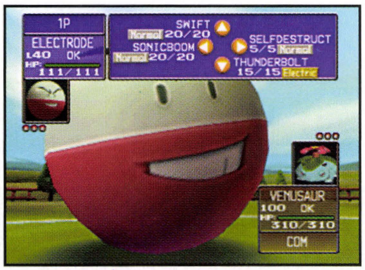
If you choose to use the Pokémon already in your battle area, you can use the R Button to view a list of your Pokémon's attacks and the corresponding C Button. Choose the ability you would like to use.

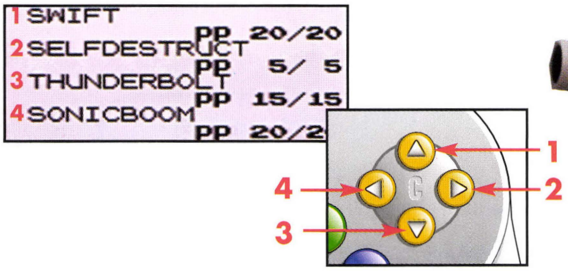
If you choose to Change Pokémon, you can use the R Button to view your remaining Pokémon and their corresponding C Buttons. Just press the C Button that matches the Pokémon you would like to use—it will replace the current Pokémon.

Ready to fight? Turn the page!

DON'T TIP OFF YOUR ENEMY!

You can use the R Button to check which attack you want to use or which Pokémon you want to take into the fight, but if you're battling a human opponent, you'll lose the element of surprise. To prevent them from knowing what attacks you have or which Pokémon you've picked, memorize which C Buttons you've assigned everything to and pick blindly. That way, your opponent will never know what's coming. The more you keep them in the dark, the less strategy they'll be able to plan.


1P
ELECTRODE
L40 OK
HP
111/111
SWIFT
Normal 20/20
SONICBOOM
Normal 20/20
SELFDESTRUCT
5/5 Normal
THUNDERBOLT
15/15 Electric
VENUSAUR
100 OK
HP
310/310
COM



1 SWIFT
PP 20/20
2 SELFDESTRUCT
PP 5/ 5
3 THUNDERBOLT
PP 15/15
4 SONICBOOM
PP 20/2

TIME TO BATTLE

You've sized up your enemy, picked out your Pokémon, and there's nothing left to do but get in the arena and duke it out! Whether you're fighting friends or the legions of Trainers that the one-player game will throw your way, you'll soon find that many battles are long affairs, requiring intelligent strategy as well as strong Pokémon to ensure victory. Before you try to leapfrog straight to the top of Gym Leader Castle, though, you'd better master some of the basics. Keep in mind as you fight that since chance determines many factors in battle, you'll need luck on your side.

YOU

OPPONENT

CHANGE POKéMON?

NO

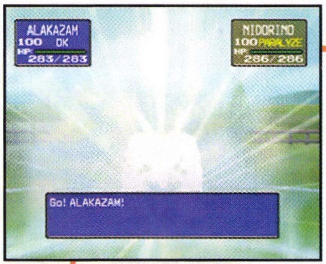
SPEED CHECK

If you both attack, the game will check the Speed ratings of the two Pokémon. Whichever is fastest will attack first, but bear in mind that many attacks enhance or cut down speed.

YES

If either you or your opponent decide you don't like the look of the matchup and switch Pokémon, the swap will always occur before the first attack. Remember that whichever Pokémon you bring in will bear the brunt of the offensive.

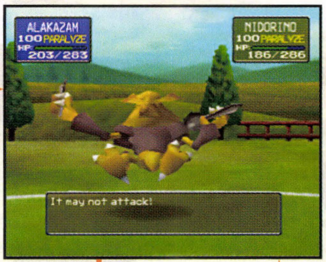
DID ONE OR BOTH TRAINERS CHANGE POKéMON?


ALAKAZAM
100 OK
HP: 283/283
NIDORINO
100 PARALYZE
HP: 286/286

Go! ALAKAZAM!

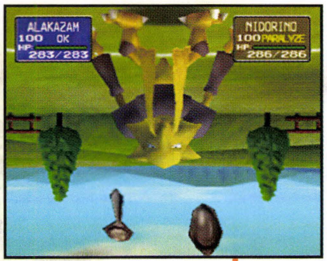
ONE

SECOND TO ATTACK


ALAKAZAM
100 PARALYZE
HP: 203/283
NIDORINO
100 PARALYZE
HP: 186/286

It may not attack!

FIRST TO ATTACK


ALAKAZAM
100 OK
HP: 283/283
NIDORINO
100 PARALYZE
HP: 286/286

BOTH

DID A POKéMON FAINT?

NO

YES

NO

DID A POKéMON FAINT?

YES

ARE THERE ANY MORE POKéMON?

START OVER AT THE TOP

YES

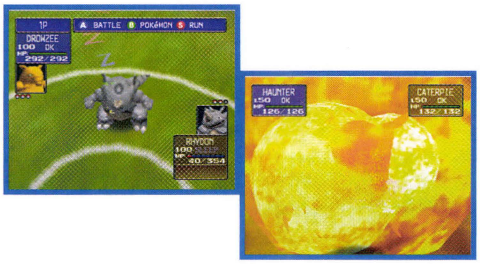
NO

END OF BATTLE

1P
WIN
COM
LOSE
FAINTED
FAINTED
FAINTED

BASIC CUP RULES

1. Decide which Cup you want to participate in then check to see which Pokémon are eligible to enter.
2. Carefully choose six Pokémon to make up your team. It's generally a good idea to pick six different types.
3. Choose three Pokémon to fight in each round. You'll win the Cup if you manage to beat eight Trainers.
4. You'll lose the battle if your Pokémon were illegally enhanced with a game-altering device.
5. You'll also lose the battle if you freeze two Pokémon or put two Pokémon to sleep in the same round, as this is considered dirty fighting. It's all right to put one Pokémon to sleep and to freeze another.
6. Another forbidden dirty tactic is to use Explosion or Self Destruct with your last Pokémon. It will end the match, since neither side will have any Pokémon left, but since you triggered it, you lose.


1P
A BATTLE B POKéMON S RUN
DROWZEE
100 OK
HP: 292/292
RHYDON
100 SLEEP
HP: 40/354
HAUNTER
150 OK
HP: 126/126
CATERPIE
150 OK
HP: 132/132

TYPES & ABILITIES

The key to success when battling Pokémon is matching up against your opponent's Pokémon types. Every Pokémon has strengths and weaknesses, and if you want to win, you'll have to use one Pokémon's strength to take advantage of another's weakness. It all boils down to an incredibly advanced game of rock, paper, scissors.

POKéMON BATTLE CHART

Trainers who play Pokémon on their Game Boys will find this chart familiar. By lining up the attack type with the type of Pokémon you're facing, you can determine what the best tactics should be. For instance, let's say you are facing a Grass-type Pokémon. Under the Opponent's Pokémon Type, find Grass and then follow the column down. Since there are + signs in the Fire-, Ice-, Poison-, Flying- and Bug-type Attack columns, any one of those attacks will score double the amount of damage a standard attack would do. If there's a - sign in the column, it means that the attack will do only half the standard damage. If there's an = sign, the attack will not affect the enemy at all.

OPPONENT'S POKéMON TYPE

ATTACK TYPE

+ x2 - x0.5 = x0	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL													-	=	
FIRE		-	-		+	+						+	-		-
WATER		+	-		-				+				+		-
ELECTRIC			+	-	-				=	+					-
GRASS		-	+		-			-	+	-		-	+		-
ICE			-		+	-			+	+					+
FIGHTING	+					+		-		-	-	-	+	=	
POISON					+			-	-			+	-	-	
GROUND		+		+	-			+		=		-	+		
FLYING				-	+		+					+	-		
PSYCHIC							+	+			-				
BUG		-			+		-	+		-	+			-	
ROCK		+				+	-		-	+		+			
GHOST	=										=			+	
DRAGON															+

ATTACK ADVANTAGE

You'll gain even more of an advantage by playing to your Pokémon's talents. If your attack type is the same as the Pokémon who is wielding it, that attack will do one-and-a-half times the damage it would do if it were in the hands of a Pokémon of a different type. So if you equip the Water-type Vaporeon with Water Gun, it'll be much stronger than if it were in the hands of Cubone. Also, if you manage to hit the enemy's weak spot for a Critical Hit, you'll do double the standard damage.

SAME TYPE ______ X 1.5
CRITICAL HIT ______ X 2

CHARMELEON
100 OK
HP: 258/280

CATERPIE
100 OK
HP: 107/262

Critical hit!

DUAL-TYPE POKéMON

As any Pokémon Master can tell you, there are many Pokémon out there with multiple personalities. Pokémon who have two different types can be great assets, because they boast twice the attributes of a single Pokémon. If you have a Psychic-and-Grass-type Exeggutor, for example, it'll have strong attacks against Water-, Fighting-, Poison-, Ground- and Rock-types. Of course, the flip side of the coin is that dual-type Pokémon will also have twice the vulnerabilities of a single-natured creature. Balancing the risks and benefits is what Pokémon is all about.

SAMPLE: PIKACHU VS. GYARADOS

This is what we call a total thumping. Pikachu wields an attack that is the same as its type (a Thunderbolt). Plus, the attack is supereffective against BOTH of Gyarados's types. If Pikachu scores a Critical Hit, it'll do 12 times the damage!

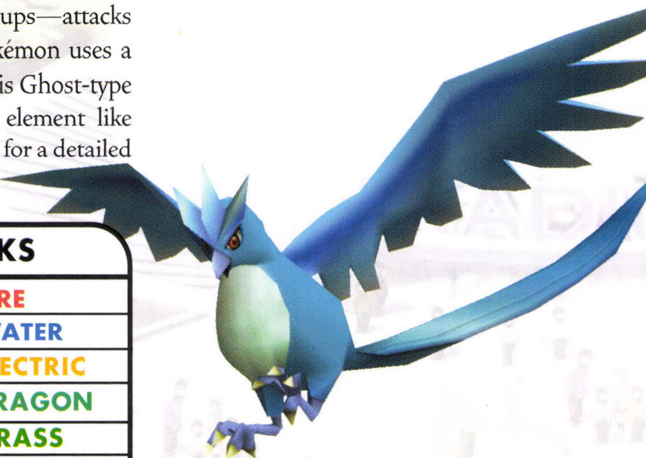
THUNDERBOLT ATTACK	**X 1.5**
ELECTRIC vs. WATER	**X 2**
ELECTRIC vs. FLYING	**X 2**
CRITICAL HIT	**X 2**
TOTAL DAMAGE	**X 12**

KACHU
OK
37/149
GYARADOS
L50 OK
HP:
162/168

It's super effective!

ATTACK TYPES

No matter what type your Pokémon is, its offensives will be split into two groups—attacks and Special attacks. Normal attacks are physical blows like Peck or Bite. If your Pokémon uses a part of its body to deliver the blow, chances are that it's a normal attack (the exception is Ghost-type attacks, which are also considered normal attacks). If your Pokémon uses some element like ice or water to fight, then you'll be looking at a Special Attack. Refer to the charts below for a detailed breakdown.



ATTACKS

The strength of and resistance to physical attacks is determined by your Pokémon's Attack and Defense ratings. Be sure to use the supplement Iron to boost your Pokémon's Defense and Protein to boost its Attack rating.

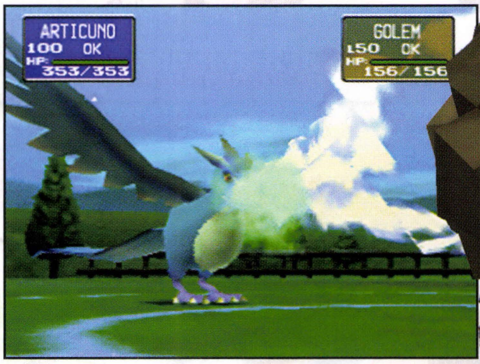
NORMAL
FIGHTING
POISON
GROUND
FLYING
BUG
ROCK
GHOST

SPECIAL ATTACKS

If any of these attack types are your Pokémon's forte, then you'd do well to strengthen its Special rating with lots of Calcium. The Special rating controls both the power of Special Attacks and the resistance to them.

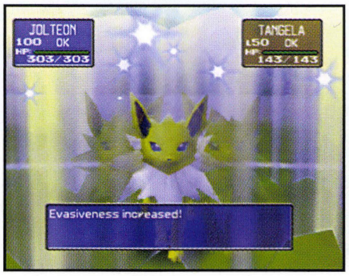
FIRE
WATER
ELECTRIC
DRAGON
GRASS
ICE
PSYCHIC

GOLEM
100 OK
HP:
333/333
METAPOD
L50 OK
HP:
137/137



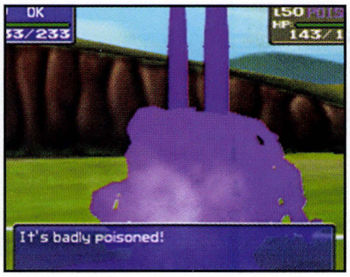
BAD STATUS

Even if you don't match up well against a certain Pokémon, it doesn't mean you should give up hope or run for the hills. Many attacks will work regardless of what type you're facing, no matter how extreme your disadvantage. Using these attacks is especially important early on in a match, because you can lay the groundwork for a long, victorious battle instead of just running from a bad situation. You can improve your Pokémon's status or try to undercut that of your opponent by using attacks that may not damage the opponent but will give you a chance in a long, drawn-out battle.


JOLTEON
100 OK
HP 303/303
TANGELA
L50 OK
HP 143/143

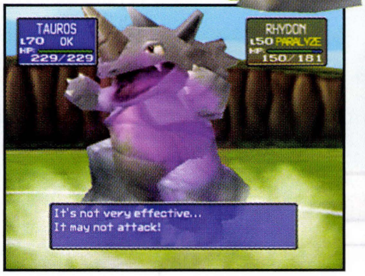
Evasiveness increased!

Use an attack like Double-Team to make your Pokémon harder to hit or one like Sand-Attack to cut down the opponent's accuracy. By boosting your own stats or hurting those of your enemy, your odds will greatly improve.


OK
3/233
L50 POIS
HP 143/1

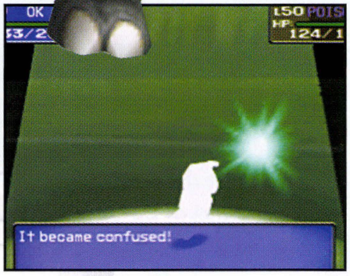
It's badly poisoned!

An attack like Toxic is also excellent because it is guaranteed to poison the enemy if it makes contact. Then, as long as you have the stamina to wait it out, the other Pokémon will eventually succumb to the slow drain.


TAUROS
L70 OK
HP 229/229
RHYDON
L50 PARALYZE
HP 150/181

It's not very effective...
It may not attack!

Paralyzing your enemy with an attack like Thunder Wave or Body Slam will be a vital skill in the later Cups. Not only does it give the other Pokémon a random chance of losing a turn, but it'll also slow it down so you can attack first.

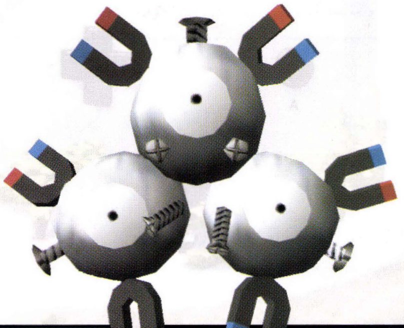

OK
3/2
L50 POIS
HP 124/1

It became confused!

When in doubt, confuse 'em. An attack like Confuse Ray won't deal any damage, but it'll disorient the other Pokémon to the point that they may attack themselves. Watch out, though—they won't stay confused for the rest of the match.

NO NEED TO TYPECAST

There are six attacks that are exceptions to typecasting. These six—Super Fang, Psywave, Sonicboom, Seismic Toss, Night Shade and Dragon Rage—will do the same amount of damage no matter whom you're facing. You'll never do double damage with them, but that's a small price to pay for the reliability of these attacks. They're smart attacks to have, just because they give your Pokémon a fighting chance in almost any situation.



DRAGONITE
100 OK
HP 345/355
CHARMANDER
L50 OK
HP 86/126

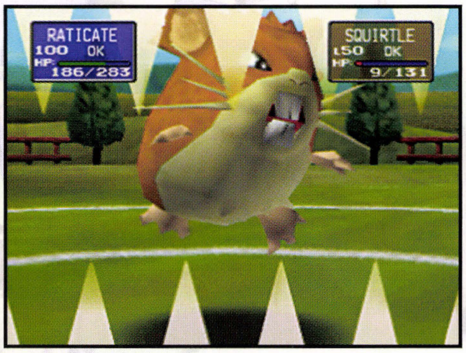
DRAGON RAGE

MAGNETON
100 OK
HP 236/273
BULBASAUR
L50 OK
HP 121/132

SONICBOOM

GENGAR
100 OK
HP 293/293
BULBASAUR
L50 OK
HP 118/132

NIGHT SHADE


RATICATE
100 OK
HP 186/283
SQUIRTLE
L50 OK
HP 9/131

SUPER FANG

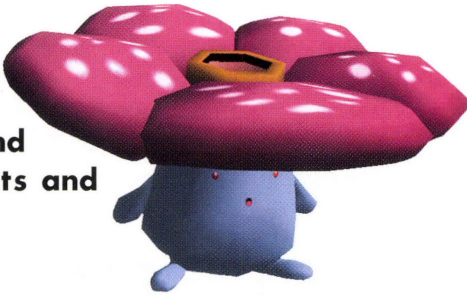
ALAKAZAM
100 OK
HP 267/283
BULBASAUR
L50 OK
HP 132/132

PSYWAVE

MACHAMP
100 OK
HP 353/353
WEEDLE
L50 OK
HP 127/127

SEISMIC TOSS

BUILD A TEAM



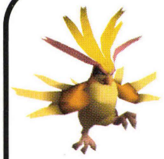
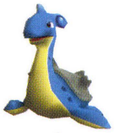
The beauty of Pokémon Stadium is that you won't build just one team—there are limitless options for your rosters, and you'll need to explore different mixes for the varied challenges of the Cups and Gyms. You need low-level Pika Cup fighters, high level juggernauts and teams to fend off your friends, so you'd better start training!

CREATING A BALANCED TEAM

There are probably some Pokémon Masters out there with five Mewtwo and a Mew who think they'll run roughshod over the competition, but that's not going to cut it. For one, you can't use two of the same Pokémon on one team. Even if that weren't true, though, the idea is still wrong. The key to success in Pokémon Stadium is diversity, and unless you have Pokémon from all walks of life fighting for you, you're likely to run into serious problems. Whether you're training for a low-level Cup or just a bout with one of your friends, you need to be prepared to face any conceivable roadblock, and that means mixing it up.

STRONG TEAM

Here's an example of a well-balanced team. Almost all of the Pokémon types are represented, so they'll be ready for anything.

	**PIDGEOT**	NORMAL FLYING
	**LAPRAS**	WATER ICE
	EXEGGUTOR	GRASS PSYCHIC
	GENGAR	GHOST POISON
	ELECTRODE	ELECTRIC
	DUGTRIO	GROUND

WEAK TEAM

On the flip side, this is a poorly thought-out team. They're all part Flying-type—one Electric-type could K.O. them all.

	GYARADOS	WATER FLYING
	ZAPDOS	FLYING
	ARTICUNO	FLYING ICE
	MOLTRES	FLYING FIRE
	DRAGONITE	DRAGON FLYING
	AERODACTYL	FLYING ROCK

TEAM EFFORT

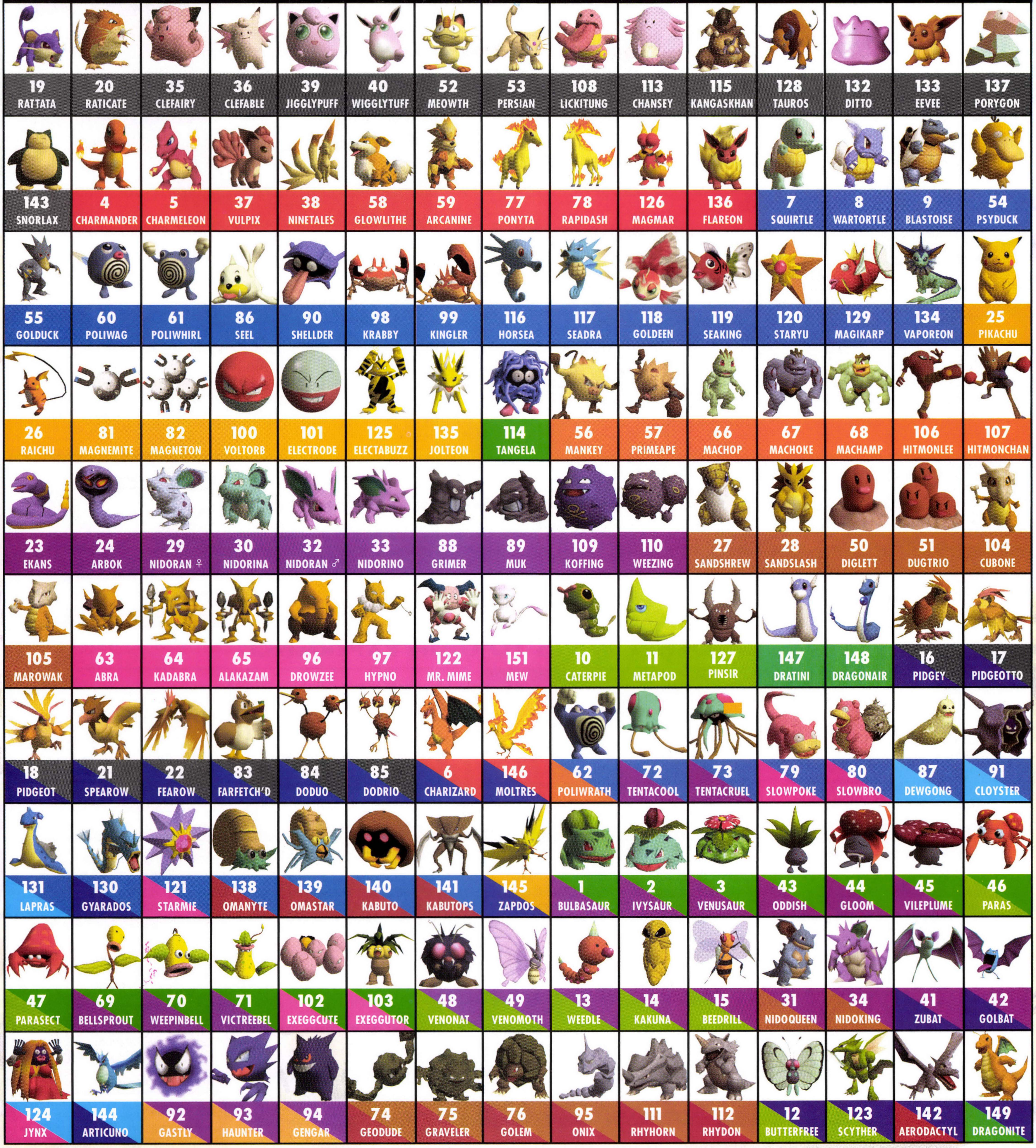
This is the ideal setup—every Pokémon watches another Pokémon's back. If one of your Pokémon's weaknesses is vulnerable, bring in the Pokémon that can counteract the enemy. Of course, in most Cups you can take only three Pokémon, so you'll have to choose wisely.

	CHARMANDER	PIKACHU	TANGELA	NIDORAN ♀	JYNX	FEAROW
STRENGTHS	FIRE	ELECTRIC	GRASS	POISON	PSYCHIC ICE	NORMAL FLYING
WEAKNESS	WATER	GROUND	BUG	GROUND	FIGHTING	

TYPE CHART

This chart color-codes all 150 rentable Pokémon from the game by their type. Note that some characters have two types, which is represented by two colors.

⬛ NORMAL
🟥 FIRE
🟦 WATER
🟨 ELECTRIC
🟩 GRASS
🟦 ICE
🟧 FIGHTING
🟪 POISON
🟫 GROUND
🟪 FLYING
🟪 PSYCHIC
🟩 BUG
🟥 ROCK
🟧 GHOST
🟩 DRAGON



19 RATTATA	20 RATICATE	35 CLEFAIRY	36 CLEFABLE	39 JIGGLYPUFF	40 WIGGLYTUFF	52 MEOWTH	53 PERSIAN	108 LICKITUNG	113 CHANSEY	115 KANGASKHAN	128 TAUROS	132 DITTO	133 EEVEE	137 PORYGON
143 SNORLAX	4 CHARMANDER	5 CHARMELEON	37 VULPIX	38 NINETALES	58 GLOWLITHE	59 ARCANINE	77 PONYTA	78 RAPIDASH	126 MAGMAR	136 FLAREON	7 SQUIRTLE	8 WARTORTLE	9 BLASTOISE	54 PSYDUCK
55 GOLDUCK	60 POLIWAG	61 POLIWHIRL	86 SEEL	90 SHELLDER	98 KRABBY	99 KINGLER	116 HORSEA	117 SEADRA	118 GOLDEEN	119 SEAKING	120 STARYU	129 MAGIKARP	134 VAPOREON	25 PIKACHU
26 RAICHU	81 MAGNEMITE	82 MAGNETON	100 VOLTORB	101 ELECTRODE	125 ELECTABUZZ	135 JOLTEON	114 TANGELA	56 MANKEY	57 PRIMEAPE	66 MACHOP	67 MACHOKE	68 MACHAMP	106 HITMONLEE	107 HITMONCHAN
23 EKANS	24 ARBOK	29 NIDORAN ♀	30 NIDORINA	32 NIDORAN ♂	33 NIDORINO	88 GRIMER	89 MUK	109 KOFFING	110 WEEZING	27 SANDSHREW	28 SANDSLASH	50 DIGLETT	51 DUGTRIO	104 CUBONE
105 MAROWAK	63 ABRA	64 KADABRA	65 ALAKAZAM	96 DROWZEE	97 HYPNO	122 MR. MIME	151 MEW	10 CATERPIE	11 METAPOD	127 PINSIR	147 DRATINI	148 DRAGONAIR	16 PIDGEY	17 PIDGEOTTO
18 PIDGEOT	21 SPEAROW	22 FEAROW	83 FARFETCH'D	84 DODUO	85 DODRIO	6 CHARIZARD	146 MOLTRES	62 POLIWRATH	72 TENTACOOL	73 TENTACRUEL	79 SLOWPOKE	80 SLOWBRO	87 DEWGONG	91 CLOYSTER
131 LAPRAS	130 GYARADOS	121 STARMIE	138 OMANYTE	139 OMASTAR	140 KABUTO	141 KABUTOPS	145 ZAPDOS	1 BULBASAUR	2 IVYSAUR	3 VENUSAUR	43 ODDISH	44 GLOOM	45 VILEPLUME	46 PARAS
47 PARASECT	69 BELLSPROUT	70 WEEPINBELL	71 VICTREEBEL	102 EXEGGCUTE	103 EXEGGUTOR	48 VENONAT	49 VENOMOTH	13 WEEDLE	14 KAKUNA	15 BEEDRILL	31 NIDOQUEEN	34 NIDOKING	41 ZUBAT	42 GOLBAT
124 JYNX	144 ARTICUNO	92 GASTLY	93 HAUNTER	94 GENGAR	74 GEODUDE	75 GRAVELER	76 GOLEM	95 ONIX	111 RHYHORN	112 RHYDON	12 BUTTERFREE	123 SCYTHER	142 AERODACTYL	149 DRAGONITE

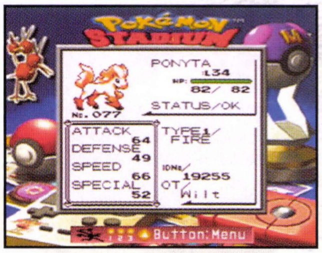
POKéMON CONDITIONING

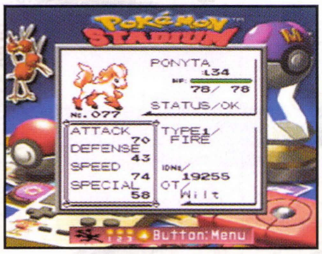
Sure, you can always rent your Pokémon—but winning with a rental won't give you the same satisfaction as winning with one of your own brood. When you capture and name your Pokémon in the Game Boy games, you can then train them with the attacks you want and give them the boosted power to carry them through the competition.

STARTING SMALL

When you stumble upon a Pokémon in the wild, you'll have the option of battling it with your own Pokémon. If you can weaken the Pokémon to the point where a Poké Ball can capture it, you can then add it to your collection. Although the Pokémon may be weak at first, it may become a valued member of your team by the time you bring it to the Stadium. Take the captured Pokémon on the road with you in Pokémon Blue, Red or Yellow. The more it does battle, the more useful it will be later.

BLUE
DROWZEE
:L9
HP:
VENUSAUR
:L42
HP:
138/138
▶FIGHT
PKMN
ITEM
RUN


POKéMON STADIUM
PONYTA
:L34
HP:
82/ 82
STATUS/OK
No. 077
ATTACK
64
DEFENSE
49
SPEED
66
SPECIAL
52
TYPE1/
FIRE
IDNo/
19255
OT/
Wilt
Button: Menu

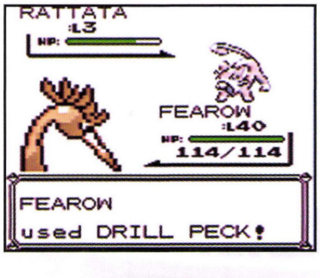

POKéMON STADIUM
PONYTA
:L34
HP:
78/ 78
STATUS/OK
No. 077
ATTACK
70
DEFENSE
43
SPEED
74
SPECIAL
58
TYPE1/
FIRE
IDNo/
19255
OT/
Wilt
Button: Menu

STATUS CHECK

Be sure to collect the best Pokémon possible of its type. Two wild Pokémon may look identical or have the same experience levels, but you should check the stats of each before you make your selection. One may have more Hit Points, or perhaps stronger ratings, than another. Since you are going to commit lots of time to training it, you should choose the one with the best status.

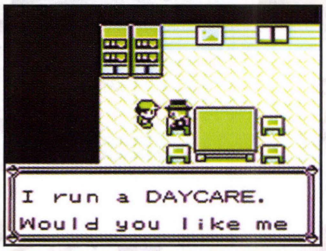
SEASONED BY BATTLE

The best way to build up your Pokémon is to throw them into the heat of battle. If you use them wisely, they will win the battles and the Experience Points that go with them. The Experience Points your Pokémon receives will vary depending on the relative strength of its opponent. If two Pokémon fight in a battle, they will split the points. As a Pokémon accumulates more and more points, its level will increase. It can learn new, more powerful attacks as it reaches higher levels, so it pays to keep putting it into battles.


RATTATA
:L3
HP:
FEAROW
:L40
HP:
114/114

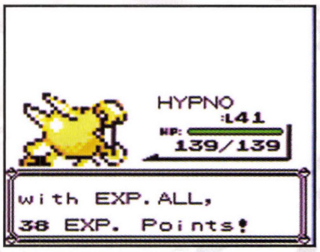
FEAROW
used DRILL PECK!

OTHER WAYS TO GAIN EXPERIENCE



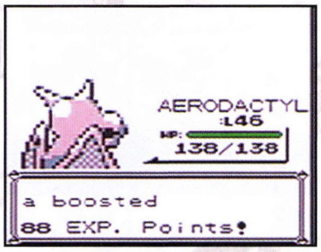
I run a DAYCARE.
Would you like me

If you have some money and you don't feel like training your Pokémon yourself, take it to daycare. It will cost 100 ₽ for every experience level, and you won't get to choose attacks.


HYPNO
:L41
HP:
139/139

with EXP. ALL,
38 EXP. Points!

If you have the Experience All item, the Experience Points a Pokémon gains in battle are distributed among all your Pokémon. Otherwise, only the Pokémon in the battle get the points.

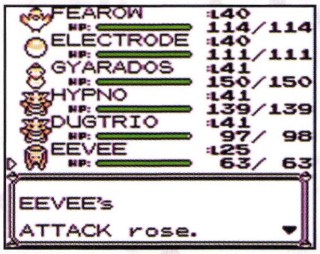

AERODACTYL
:L46
HP:
138/138

a boosted
88 EXP. Points!

A Pokémon acquired through a trade will be slightly weaker in battle, but it will gain Experience Points 1.5 times faster than Pokémon captured in the wild.

FORTIFYING YOUR POKéMON

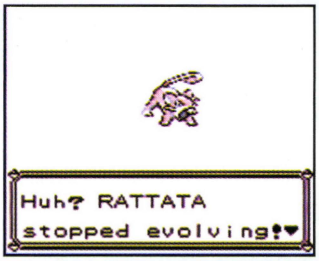
You'll find many helpful items on your adventure as you search for Pokémon, but some of them are especially useful. You should save some items until they'll be the most useful. Rare Candy boosts your Pokémon up an experience level, so you should wait to use it until your Pokémon reaches levels requiring more Experience Points. Items such as Iron, Calcium, Carbos, HP Up and Protein will increase your Pokémon's status permanently and should be used immediately. Other items are only temporarily effective. You can use a maximum of 10 items on any one Pokémon.


FEAROW
:L40
HP:
114/114
ELECTRODE
:L40
HP:
111/111
GYARADOS
:L41
HP:
150/150
HYPNO
:L41
HP:
139/139
DUGTRIO
:L41
HP:
97/ 98
EEVEE
:L25
HP:
63/ 63

EEVEE's
ATTACK rose.

INSTANT EVOLUTION

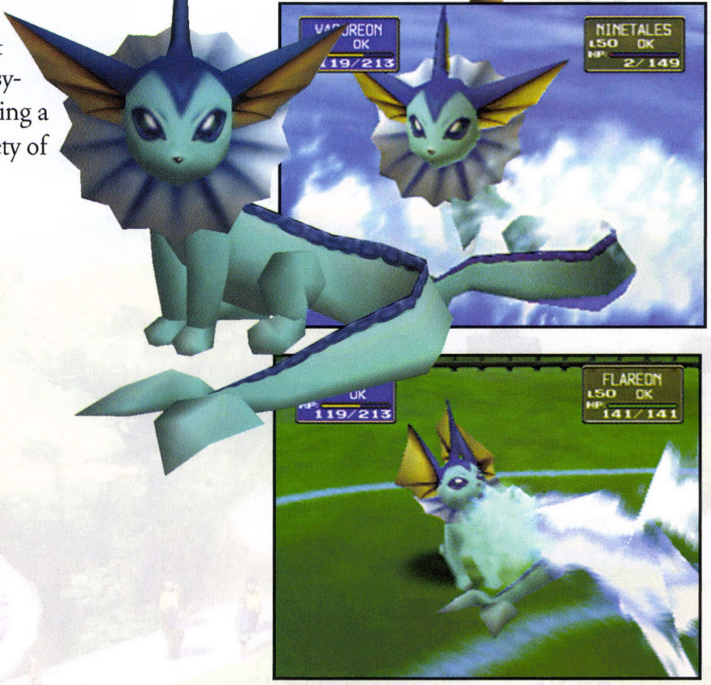
When many Pokémon reach particular experience levels, they evolve into completely new species. The new species is often more powerful than the Pokémon's original form. For example, Magikarp evolves into the ferocious Gyarados at Level 20. If you want to keep your Pokémon in its original form, press B while it is evolving to stop the process. It may be desirable to keep the less-evolved Pokémon if you want it to learn certain attacks quickly or if you already have the evolved form.


Huh? RATTATA
stopped evolving!

TAKE IT TO THE STADIUM

The attacks you pick up in the Game Boy adventures can yield spectacular results in the Stadium. If you can acquire attacks that your Pokémon would not normally have—through either Technical Machines or Hidden Machines—you may find your own Pokémon will fare better in battle than their rental counterparts. A Pokémon with several different types of attacks—like a Fire-type with psychic powers—can be a life saver when facing a Trainer who can choose from a wide variety of Pokémon.

VERSATILITY

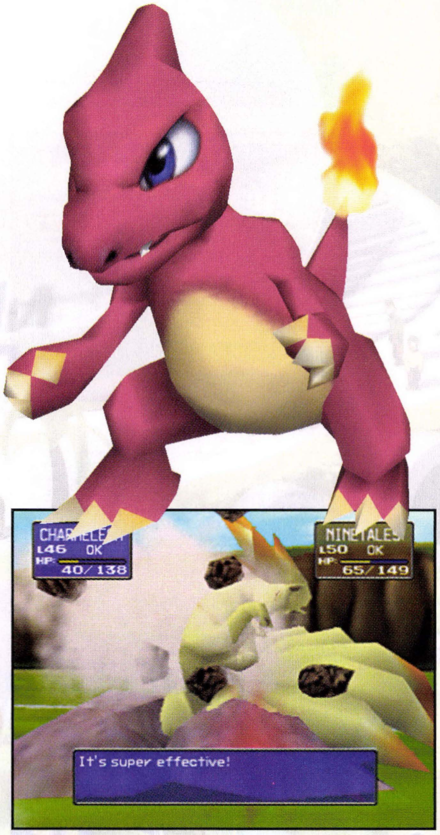


WATER

Water-type Pokémon like Vaporeon can have, of course, a range of water attacks that are supereffective against Fire-, Rock- and Ground- types but relatively weak against other types.

ICE

Supplemented with Ice-type attacks, Vaporeon can send a chill down the spines of Grass- and Dragon-type opponents that normally would have little to fear from a Water-type in battle.



It's super effective!

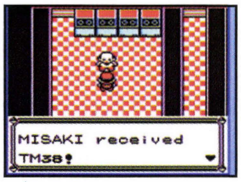
GROUND

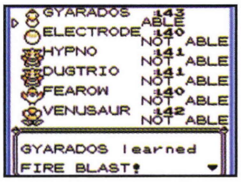
A Fire-type against a Fire-type can turn into a long, ugly battle—unless one of them has a supereffective attack. In the case of Charmeleon, a Ground-type Dig attack will easily extinguish Ninetales's hopes of victory and prevent a Pokémon substitution.

FINDING TMs AND HMs FOR FIGHTING

There is no shortcut in the Game Boy games to finding Technical Machines (TM) that will give your Pokémon a variety of attacks. You'll need to win them as prizes in battles with Gym Leaders or get them from strangers you meet along the way. You should also stay on the lookout for Hidden Machines (HM) that you may run across when you least expect it. If you try to help out people you encounter, they may reward you with an HM like Fly or the potent Surf. You may not even be able to use the TM or HM you find if none of your Pokémon have the ability to implement it. For example, Explosion or Solar Beam are compatible only with certain types of Pokémon. Loading up on TMs will be worth the effort, however, when you find yourself in tough final battles for the different Stadium Cups. Remember, your opponents also will have TM and HM attacks, so it's best to stock up on Pokémon with these powerful moves.

1P MISAKI
BOX 4
BOX 5
BOX 6
BOX 7
BOX 8
BOX 12
Move BOX

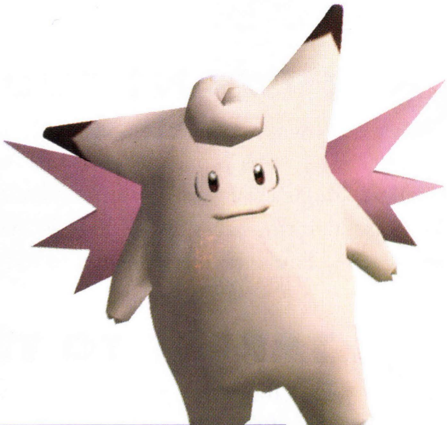

MISAKI received
TM38!


GYARADOS :L43 ABLE
ELECTRODE :L40 NOT ABLE
HYPNO :L41 NOT ABLE
DUGTRIO :L41 NOT ABLE
FEAROW :L40 NOT ABLE
VENUSAUR :L42 NOT ABLE

GYARADOS learned
FIRE BLAST!

TACTICAL TIPS

You've selected your Pokémon for the competition. You've chosen three for a specific battle. As your Pokémon appear on the Stadium floor, you've got to come out with your Pokémon blazing. The tactical advice below will help you to avoid the crucial mistakes that can cost you the battle.

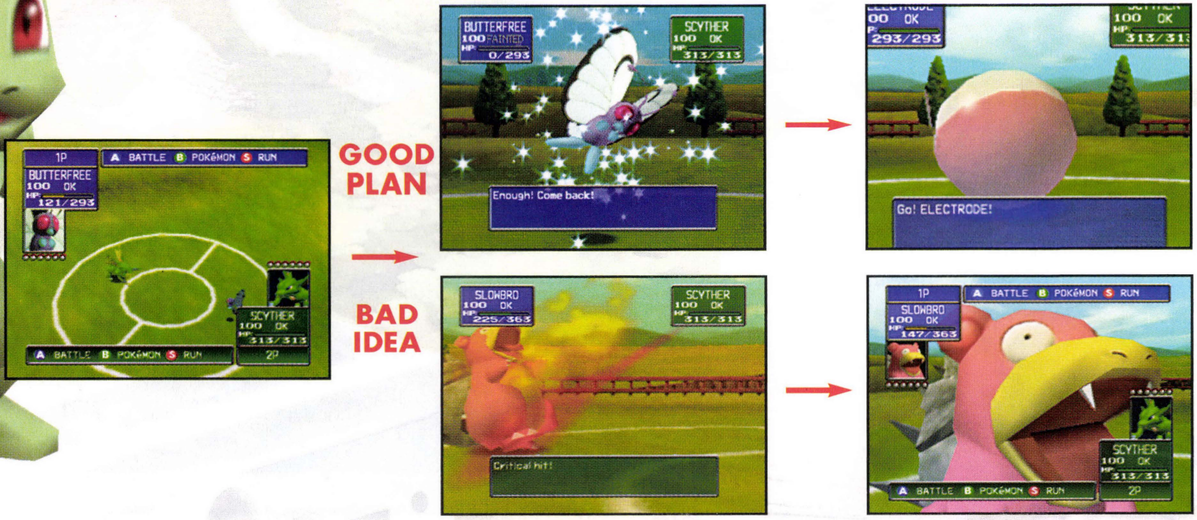


STARMIE
100 OK
HP: 293/293
VILEPLUME
100 OK
HP: 323/323

Enough! Come back!

CHANGING OF THE GUARD

Your first choice of Pokémon in a battle may not be the best choice, so you'll need to switch and take a hit. The Bug-type versus Bug-type match shown below could be costly to Butterfree's HP, so you should replace it with a different type. Going with Electrode is a wise move—it's fast and has effective attacks against flying opponents. On the other hand, Water-and-Psychic-type Slowbro will take an immediate beating.


1P
A BATTLE B POKéMON S RUN
BUTTERFREE
100 OK
HP: 121/293
SCYTHER
100 OK
HP: 313/313
2P
GOOD PLAN
BUTTERFREE
100 FAINTED
HP: 0/293
SCYTHER
100 OK
HP: 313/313
00 OK
293/293
100 OK
313/31
BAD IDEA
SLOWBRO
100 OK
HP: 225/363
SCYTHER
100 OK
HP: 313/313
1P
A BATTLE B POKéMON S RUN
SLOWBRO
100 OK
HP: 147/363
SCYTHER
100 OK
HP: 313/313
2P

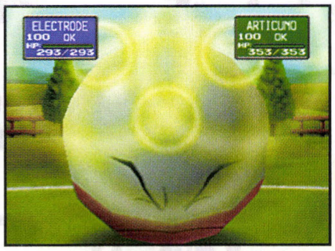
Enough! Come back!

Go! ELECTRODE!

Critical hit!

THE UPPER HAND

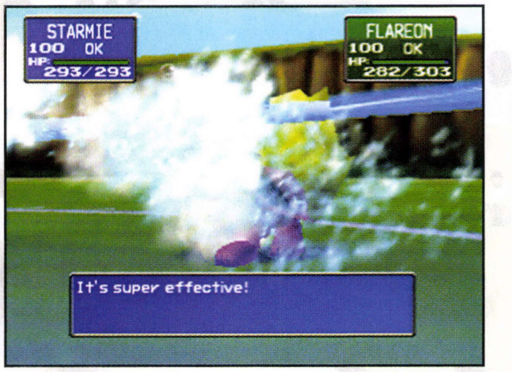
When you have the advantage of the first move, it's often wise to hit your opponent with a disabling attack. For example, the speedy Electrode may want to use an attack like Thunder Wave, shown on the right. Even if you end up switching to a Pokémon with a greater advantage, the effects of Electrode's paralyzing attack will linger throughout the battle. If you have a supereffective attack that may potentially knock out your opponent on the first move, you may have not to absorb your opponent's retaliatory attack.


ELECTRODE
100 OK
HP: 293/293
ARTICUNO
100 OK
HP: 353/353

HIT THE WEAK SPOT

There are clear-cut advantages to using certain types of attacks against certain types of opponents. The Surf attack shown here is almost always devastating to Fire-type opponents such as Flareon. Check the chart on page 7 to determine which attacks are effective against which Pokémon. If you take a moment to look at all your potential opponents before the battle, you can have Pokémon ready to go with the proper attacks.

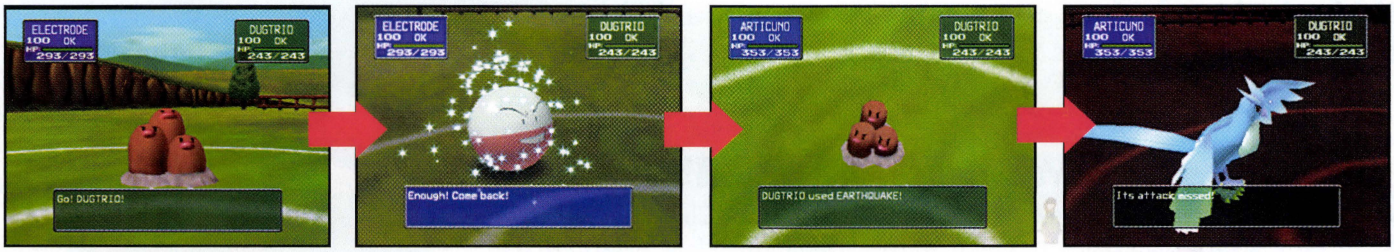
STARMIE
100 OK
HP: 293/293
FLAREON
100 OK
HP: 303/303


STARMIE
100 OK
HP: 293/293
FLAREON
100 OK
HP: 282/303

It's super effective!

TAKE COUNTERMEASURES

Supereffective attacks go both ways, of course. If you see your opponent setting you up for a fall—like pitting a Ground-type Dugtrio against your Electrode—switch to a better matchup before the attacks begin. Switching to a Flying-type opponent will turn the tables against Dugtrio, forcing your opponent to change again or face an almost impossible matchup.


ELECTRODE 100 OK HP 293/293
DUGTRIO 100 OK HP 243/243
ELECTRODE 100 OK HP 293/293
DUGTRIO 100 OK HP 243/243
ARTICUNO 100 OK HP 353/353
DUGTRIO 100 OK HP 243/243
ARTICUNO 100 OK HP 353/353
DUGTRIO 100 OK HP 243/243

Go! DUGTRIO!

Enough! Come back!

DUGTRIO used EARTHQUAKE!

Its attack missed!

ADVANTAGEOUS ATTACKS

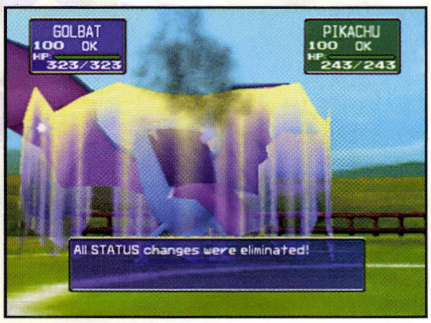
Most Pokémon have at least one attack that will give it an advantage in the match. Some, like Aurora Beam or Psychic, are powerful attacks that have secondary effects on some ability of the opposing Pokémon. Attacks like Sharpen or Agility will boost your own abilities. Other attacks, like Poison Sting or Sing, will leave your opponent vulnerable or slowly deplete its HP. If you see a percentage symbol next to an attack, it means the attack has that much of a chance of altering the opponent's state.

STAT-ALTERING ATTACKS

STATUS	UP	TYPE	DOWN	TYPE
ATTACK	SHARPEN	NRM	GROWL	NRM
	SWORDS DANCE	NRM	AURORA BEAM (30%)	ICE
	MEDITATE	PSY		
	RAGE	NRM		
SPEED	AGILITY	PSY	STRING SHOT	BUG
			BUBBLE (30%)	WTR
			CONSTRICT (30%)	NRM
			BUBBLEBEAM (30%)	WTR
SPECIAL	GROWTH	NRM	PSYCHIC (30%)	PSY
	AMNESIA	PSY		
DEFENSE	HARDEN	NRM	SCREECH	NRM
	WITHDRAW	WTR	TAIL WHIP	NRM
	ACID ARMOR	PSN	LEER	NRM
	BARRIER	PSY	ACID (30%)	PSN
	DEFENSE CURL	NRM		
ACCURACY			SMOKESCREEN	NRM
			SAND ATTACK	NRM
			KINESIS	PSY
	DOUBLE TEAM		FLASH	NRM
EVADE	MINIMIZE	NRM		
		NRM		

BAD CONDITIONS

STATUS	ABILITY	TYPE	ABILITY(%)	TYPE
FREEZE			BLIZZARD (10%)	ICE
			ICE PUNCH (10%)	ICE
			ICE BEAM (10%)	ICE
POISON	POISON GAS	PSN	SMOG (40%)	PSN
	TOXIC	PSN	POISON STING (20%)	PSN
	POISON POWDER	PSN	SLUDGE (40%)	PSN
			TWINEEDLE (20%)	BUG
SLEEP	LOVELY KISS	NRM		
	SING	NRM		
	SPORE	GRS		
	HYPNOSIS	PSY		
	SLEEP POWDER	GRS		
PARALYZE	STUN SPORE	GRS	THUNDERBOLT (10%)	ELC
	THUNDER WAVE	ELC	THUNDER (10%)	ELC
	GLARE	NRM	THUNDERPUNCH (10%)	ELC
			LICK (30%)	GHO
			THUNDERSHOCK (10%)	ELC
			BODY SLAM (30%)	NRM
BURN			FLAMETHROWER (10%)	FIR
			FIRE BLAST (10%)	FIR
			EMBER (10%)	FIR
			FIRE PUNCH (10%)	FIR
CONFUSE	CONFUSE RAY	GHO	PSYBEAM (10%)	PSY
	SUPERSONIC	NRM	CONFUSION (10%)	PSY
SCARE			BITE (10%)	NRM
			LOW KICK (30%)	FTG
			HEADBUTT (30%)	NRM
			HYPER FANG (10%)	NRM
			STOMP (30%)	NRM
			BONE CLUB (10%)	GRD
			ROLLING KICK (30%)	FTG



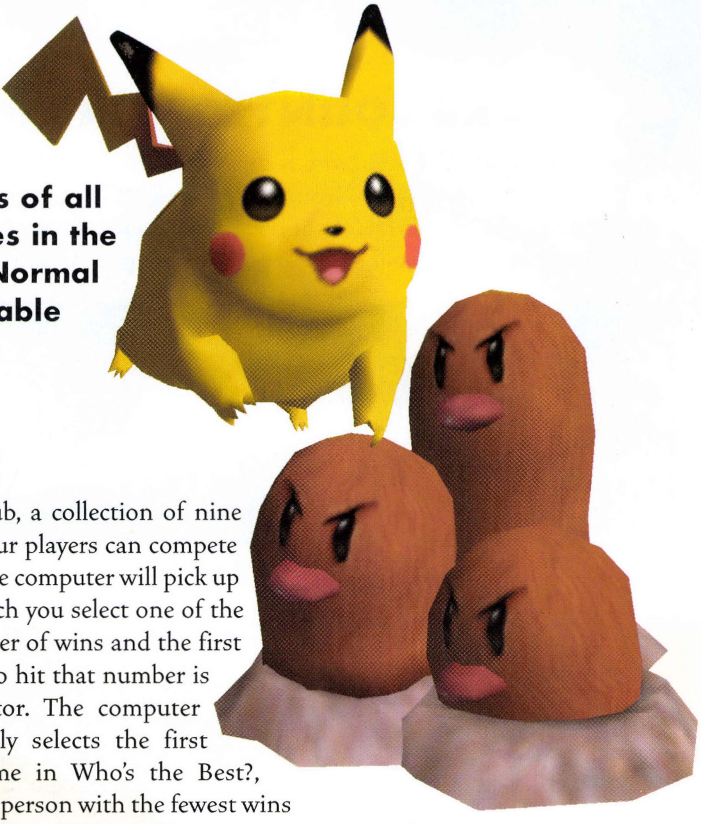
All STATUS changes were eliminated!

HAZE ATTACK

Haze is an invaluable attack to have if your opponent has inflicted bad status upon your Pokémon. It can instantly remove bad status changes, such as Sleep or Poison.

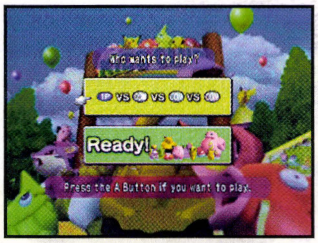
KIDS' CLUB

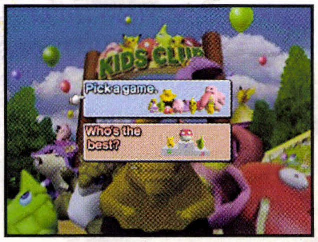
The Kids' Club is a place where Pokémon Trainers of all ages can relax and unwind after the tough battles in the Stadium. The nine Kids' Club games are set at a Normal difficulty level, but Hard or Easy levels are available to suit any player.



JOIN THE MINIGAME FUN!

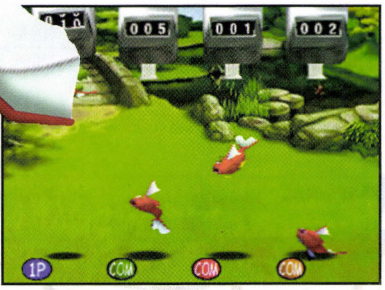
Just below the Stadium on the overworld lies the Kids' Club, a collection of nine carnival-style minigames starring various Pokémon. Up to four players can compete at the minigames at the same time. If you have fewer than four players, the computer will pick up the slack. There are two modes in the Kids' Club—Pick a Game, in which you select one of the minigames to play, and Who's the Best, in which you choose a set number of wins and the first player to hit that number is the victor. The computer randomly selects the first minigame in Who's the Best?, and the person with the fewest wins picks the next game.

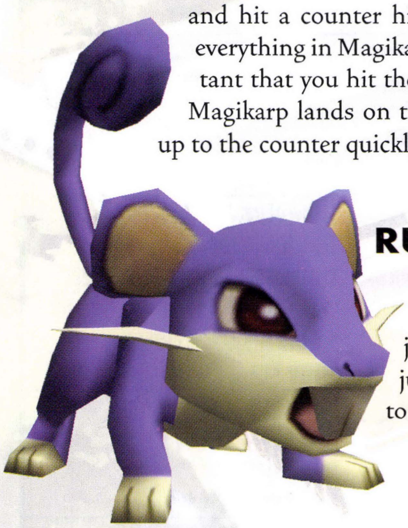




MAGIKARP'S SPLASH

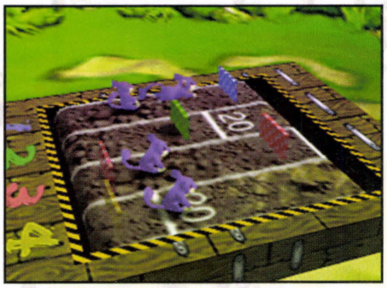
Each player controls a Magikarp and must press and hold the A Button to make Magikarp jump up and hit a counter high in the air. Timing is everything in Magikarp's Splash, so it's important that you hit the A Button again right as Magikarp lands on the ground to send it back up to the counter quickly.





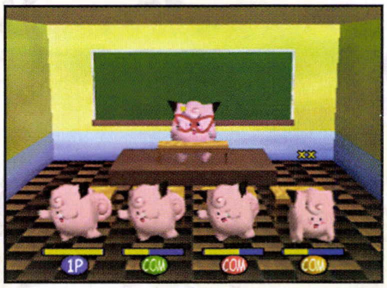
RUN, RATTATA, RUN

This Rattata race is pretty tricky—tap the A Button repeatedly to run, while using Up on the Control Pad to jump over the hurdles that pop up along the course. The jumps need to be timed very carefully, or your Rattata will have to pause to pick itself up after stumbling on a hurdle.



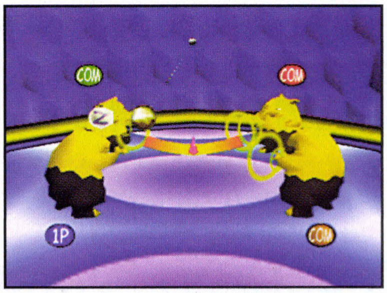
CLEFAIRY SAYS

A bespectacled Clefairy teacher is testing the memory of its students. Watch the arrows on the blackboard and repeat them back by pressing Up, Down, Left or Right on the Control Pad. The chain of arrows will grow longer each time, making it more and more difficult to repeat.



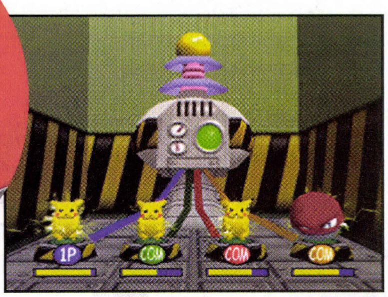
SNORE WAR

Watch the pendulum swing, and when it hits the center, press the A Button to cast Drowzee's Hypnosis attack. If you miss, your Drowzee will begin to doze off. The pendulum will start to move faster as the game progresses.



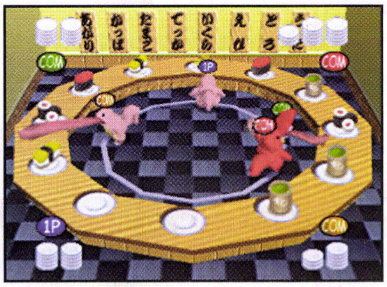
THUNDERING DYNAMO

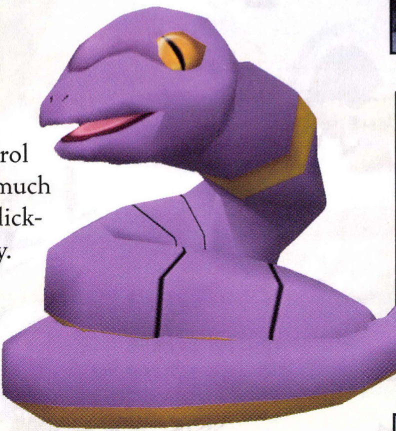
Pikachu and Voltorb are getting all charged up in this game. When the light on the machine is blue, tap the A Button rapidly, and when the light on the machine is green, tap the B Button to charge up your Pokémon. If you tap the wrong button, you'll lose energy.



SUSHI-GO-ROUND

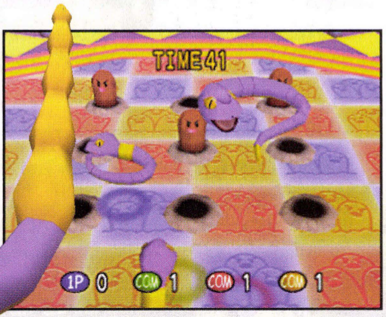
Move Lickitung around with the Control Stick and eat sushi with the A Button. The player that eats the most expensive meal wins. Each type of sushi has a value (the orange is the most expensive), and if you eat more than one of the same kind of sushi in a row, you will get more points.

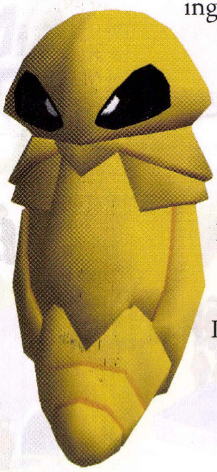




EKANS'S HOOP HURL

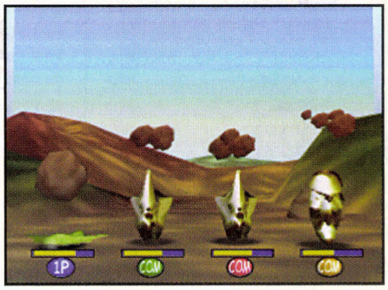
Aim your Ekans with the Control Pad then hurl it with the Control Stick at the Diglett that pop up. Gold Diglett are worth twice as much as regular Diglett, so aim for the glittery critters when you can. Flicking the Control Stick just the right amount is key.





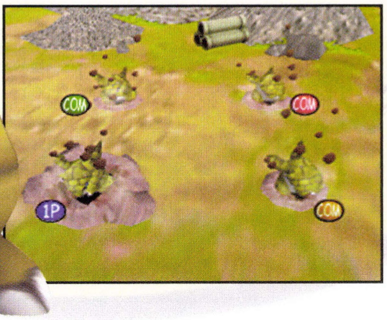
ROCK HARDEN

Kakuna and Metapod compete to see who can take the most lumps from the boulders before they pass out. Harden with the A Button carefully. Each time you press the A Button, a little HP is consumed—but not as much as when your Pokémon is bopped on the head with a boulder.



DIG! DIG! DIG!

Oddly enough, the Ground-type Sandshrew is digging for water. Alternate tapping the R and L Buttons quickly to dig a hole in the ground. If your timing is off, Sandshrew will dig slowly or not at all. The first player to hit water is the winner.

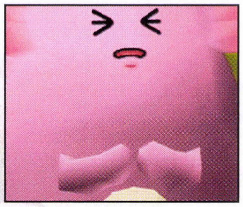


GALLERY

You can do a little Pokémon photography in the Gallery, using rental Pokémon or your very own Pokémon from a Game Boy Pak.

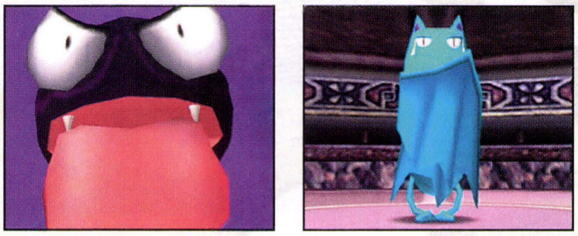
POKéMON PORTRAIT

The chart to the right explains which buttons on the Controller to use to get the perfect portrait of your Pokémon. Be sure to save your favorite pictures in the Album.



STICKER STATIONS

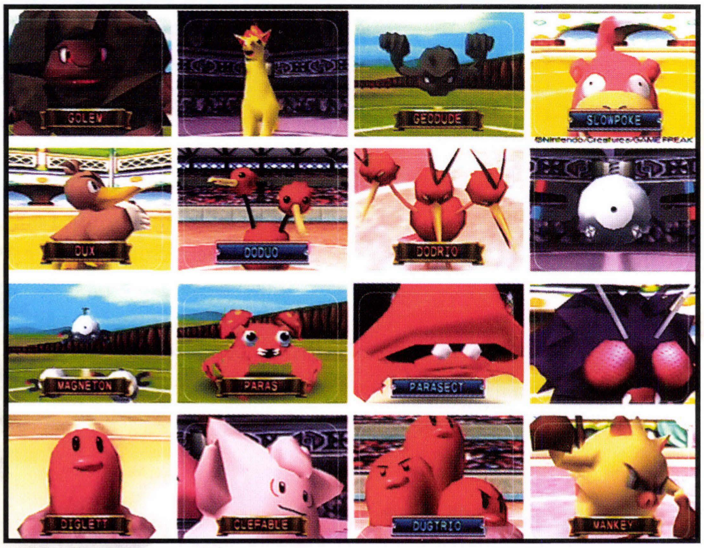
When you have some shots you're really proud of, you can print them as stickers. Use the Pick Photo option to select either 4 or 16 shots and save them. Take your Pokémon Stadium Pak to a Pokémon Snap Station and print your handiwork for everyone to see. To find the Pokémon Snap Station nearest you, visit www.pokemon.com or call 1-800-859-4521.



You can catch your Pokémon in some pretty funny poses—take your time, move your camera around, then snap your Pokémon in their finest poses!

CONTROL THE CAMERA

BUTTON	WHAT IT DOES
Start	Go to the Film Screen
R Button	Telephoto lens
C Buttons	Change point of view
A Button	Snap photo
B Button	Return to the Select Pokémon Screen
Control Stick	Zoom
Z Button	Add / Remove Pokémon information
Control Pad	Position camera
L Button	Change background. Only backgrounds of Cups you have cleared may be selected.



Take your favorite shots to any Pokémon Snap Station and print out a set of stickers. You can choose either 4 or 16 different pictures per sheet of 16 stickers.

POKéDEX LOCATOR

Find the facts you need about all the Pokémon, using this quick reference chart.

NAME	ID#	PAGE
ABRA	63	162
AERODACTYL	142	196
ALAKAZAM	65	162
ARBOK	24	144
ARCANINE	59	160
ARTICUNO	144	197
BEEDRILL	15	140
BELLSPROUT	69	164
BLASTOISE	9	138
BULBASAUR	1	136
BUTTERFREE	12	139
CATERPIE	10	139
CHANSEY	113	183
CHARIZARD	6	137
CHARMANDER	4	137
CHARMELEON	5	137
CLEFABLE	36	149
CLEFAIRY	35	149
CLOYSTER	91	173
CUBONE	104	179
DEWGONG	87	171
DIGLETT	50	156
DITTO	132	191
DODRIO	85	170
DODUO	84	170
DRAGONAIR	148	199
DRAGONITE	149	199
DRATINI	147	199
DROWZEE	96	175
DUGTRIO	51	156
EEVEE	133	192
EKANS	23	144
ELECTABUZZ	125	188
ELECTRODE	101	177
EXEGGCUTE	102	178
EXEGGUTOR	103	178
FARFETCH'D	83	170
FEAROW	22	143
FLAREON	136	193
GASTLY	92	174
GENGAR	94	174
GEODUDE	74	166
GLOOM	44	153
GOLBAT	42	152
GOLDEEN	118	185
GOLDUCK	55	158
GOLEM	76	166
GRAVELER	75	166
GRIMER	88	172
GROWLITHE	58	160
GYARADOS	130	190
HAUNTER	93	174
HITMONCHAN	107	180
HITMONLEE	106	180
HORSEA	116	184
HYPNO	97	175
IVYSAUR	2	136
JIGGLYPUFF	39	151
JOLTEON	135	193
JYNX	124	188
KABUTO	140	195
KABUTOPS	141	195
KADABRA	64	162
KAKUNA	14	140
KANGASKHAN	115	184
KINGLER	99	176
KOFFING	109	181
KRABBY	98	176
LAPRAS	131	191
LICKITUNG	108	181
MACHAMP	68	163
MACHOKE	67	163
MACHOP	66	163
MAGIKARP	129	190
MAGMAR	126	189
MAGNEMITE	81	169
MAGNETON	82	169
MANKEY	56	159
MAROWAK	105	179
MEOWTH	52	157
METAPOD	11	139
MEW	151	200
MEWTWO	150	200
MOLTRES	146	198
MR. MIME	122	187
MUK	89	172
NIDOKING	34	148
NIDOQUEEN	31	147
NIDORAN ♀	29	148
NIDORAN ♂	32	148
NIDORINA	30	147
NIDORINO	33	148
NINETALES	38	150
ODDISH	43	153
OMANYTE	138	194
OMASTAR	139	194
ONIX	95	175
PARAS	46	154
PARASECT	47	154
PERSIAN	53	157
PIDGEOT	18	141
PIDGEOTTO	17	141
PIDGEY	16	141
PIKACHU	25	145
PINSIR	127	189
POLIWAG	60	161
POLIWHIRL	61	161
POLIWRATH	62	161
PONYTA	77	167
PORYGON	137	194
PRIMEAPE	57	159
PSYDUCK	54	158
RAICHU	26	145
RAPIDASH	78	167
RATICATE	20	142
RATTATA	19	142
RHYDON	112	182
RHYHORN	111	182
SANDSHREW	27	146
SANDSLASH	28	146
SCYTHER	123	187
SEADRA	117	184
SEAKING	119	185
SEEL	86	171
SHELLDER	90	173
SLOWBRO	80	168
SLOWPOKE	79	168
SNORLAX	143	196
SPEAROW	21	143
SQUIRTLE	7	138
STARMIE	121	186
STARYU	120	186
TANGELA	114	183
TAUROS	128	190
TENTACOOL	72	165
TENTACRUEL	73	165
VAPOREON	134	192
VENOMOTH	49	155
VENONAT	48	155
VENUSAUR	3	136
VICTREEBEL	71	164
VILEPLUME	45	153
VOLTORB	100	177
VULPIX	37	150
WARTORTLE	8	138
WEEDLE	13	140
WEEPINBELL	70	164
WEEZING	110	181
WIGGLYTUFF	40	151
ZAPDOS	145	197
ZUBAT	41	152

ROUND 1

Here it is, Pokémon Masters—your first taste of serious competition. The first round of Championship Cups and Gym Leaders will ease you into the rigors of extended battles, and you'll have to develop good strategies if you want to make it all the way to the top. Getting a feel for the way your opponents think is critical.

PIKA CUP

Novice Trainers should hone their skills in the Pika Cup, the entry-level competition open only to Pokémon ranking from levels 15 to 20. Moreover, every three-Pokémon team sent into battle cannot exceed a combined level total of 50. And though the rules keep the battles moving at a beginner's pace, winning will be no easy task.

VENOMY
L15 OK
44/ 44
53/ 56
RAICHU
L15 OK
47/ 47
BUTTERY
L15 OK
44/ 44
DRATINI
L15 OK
14/ 41
FARFETY
L15 OK
36/ 42
DROWZEE
L15 POISON
34/ 47
EKANY
L15 OK
35/ 35
EXEGGUTOR
L15 OK
47/ 57
MAGIMER
L15 OK
33/ 33
POLIWRATH
L15 OK
56/ 56
FARFETY
L15 PARALYZE
36/ 42

EXEGGUTOR used BARRAGE!

QUALIFYING POKéMON

■ For Rent
▨ Not For Rent
🟥 Eligible But Not For Rent

1 BULBASAUR
2 IVYSAUR
3 VENUSAUR
4 CHARMANDER
5 CHARMELEON
6 CHARIZARD
7 SQUIRTLE
8 WARTORTLE
9 BLASTOISE
10 CATERPIE
11 METAPOD
12 BUTTERFREE
13 WEEDLE
14 KAKUNA
15 BEEDRILL
16 PIDGEY
17 PIDGEOTTO
18 PIDGEOT
19 RATTATA
20 RATICATE
21 SPEAROW
22 FEAROW
23 EKANS
24 ARBOK
25 PIKACHU
26 RAICHU
27 SANDSHREW
28 SANDSLASH
29 NIDORAN ♀
30 NIDORINA
31 NIDOQUEEN
32 NIDORAN ♂
33 NIDORINO
34 NIDOKING
35 CLEFAIRY
36 CLEFABLE
37 VULPIX
38 NINETALES
39 JIGGLYPUFF
40 WIGGLYTUFF
41 ZUBAT
42 GOLBAT
43 ODDISH
44 GLOOM
45 VILEPLUME
46 PARAS
47 PARASECT
48 VENONAT
49 VENOMOTH
50 DIGLETT
51 DUGTRIO
52 MEOWTH
53 PERSIAN
54 PSYDUCK
55 GOLDUCK
56 MANKEY
57 PRIMEAPE
58 GROWLITHE
59 ARCANINE
60 POLIWAG
61 POLIWHIRL
62 POLIWRATH
63 ABRA
64 KADABRA
65 ALAKAZAM
66 MACHOP
67 MACHOKE
68 MACHAMP
69 BELLSPROUT
70 WEEPINBELL
71 VICTREEBEL
72 TENTACOOL
73 TENTACRUEL
74 GEODUDE
75 GRAVELER
76 GOLEM
77 PONYTA
78 RAPIDASH
79 SLOWPOKE
80 SLOWBRO
81 MAGNEMITE
82 MAGNETON
83 FARFETCH'D
84 DODUO
85 DODRIO
86 SEEL
87 DEWGONG
88 GRIMER
89 MUK
90 SHELLDER
91 CLOYSTER
92 GASTLY
93 HAUNTER
94 GENGAR
95 ONIX
96 DROWZEE
97 HYPNO
98 KRABBY
99 KINGLER
100 VOLTORB
101 ELECTRODE
102 EXEGGCUTE
103 EXEGGUTOR
104 CUBONE
105 MAROWAK
106 HITMONLEE
107 HITMONCHAN
108 LICKITUNG
109 KOFFING
110 WEEZING
111 RHYHORN
112 RHYDON
113 CHANSEY
114 TANGELA
115 KANGASKHAN
116 HORSEA
117 SEADRA
118 GOLDEEN
119 SEAKING
120 STARYU
121 STARMIE
122 MR. MIME
123 SCYTHER
124 JYNX
125 ELECTABUZZ
126 MAGMAR
127 PINSIR
128 TAUROS
129 MAGIKARP
130 GYARADOS
131 LAPRAS
132 DITTO
133 EEVEE
134 VAPOREON
135 JOLTEON
136 FLAREON
137 PORYGON
138 OMANYTE
139 OMASTAR
140 KABUTO
141 KABUTOPS
142 AERODACTYL
143 SNORLAX
144 ARTICUNO
145 ZAPDOS
146 MOLTRES
147 DRATINI
148 DRAGONAIR
149 DRAGONITE
150 MEWTWO
151 MEW

RECOMMENDED RENTAL TEAM

If you're not uploading your personally trained Game Boy Pokémon, you must rent your team. Only the Qualifying Pokémon on page 20 are available for the Pika Cup draft, and the group below is the recommended dream team that's ready for anything—especially a clean sweep to the trophy.

#26 RAICHU

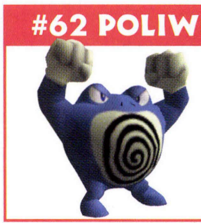
LEV. 15/HP 47

ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
GROWL	NRM

#62 POLIWRATH

LEV. 15/HP 56



WATER FIGHTING

SURF	WTR
DOUBLESLAP	NRM
METRONOME	NRM
HYPNOSIS	PSY

#59 ARCANINE

LEV. 15/HP 56

FIRE

DIG	GRD
BITE	NRM
EMBER	FIR
DOUBLE TEAM	NRM

#103 EXEGGUTOR

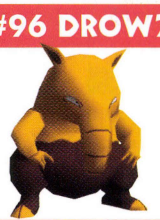
LEV. 15/HP 57

GRASS PSYCHIC

TOXIC	PSN
BARRAGE	NRM
MEGA DRAIN	GRS
PSYWAVE	PSY

#96 DROWZEE

LEV. 15/HP 47

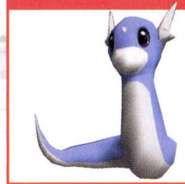


PSYCHIC

HYPNOSIS	PSY
PSYCHIC	PSY
DREAM EATER	PSY
TRI ATTACK	NRM

#147 DRATINI

LEV. 15/HP 41



DRAGON

FIRE BLAST	FIR
BLIZZARD	ICE
BODY SLAM	NRM
THUNDER WAVE	ELC

BATTLE 1

BUG BOY

At the prebattle screen where you select your three Pokémon, press and hold R along with the button assigned to your Pokémon. When its stats come up, weigh your Pokémon's abilities and attacks against your foes. For Bug Boy, Drowzee and its Psychic attack will make a safe bet.

#30 NIDORY

LEV. 16/HP 49

POISON

GROWL	NRM
TACKLE	NRM
SCRATCH	NRM
DOUBLE KICK	FTG

#23 EKANY

LEV. 15 /HP 36

POISON

POISON STING	PSN
LEER	NRM
WRAP	NRM

#48 VENOMY

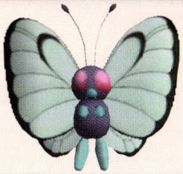
LEV. 15/HP 44

BUG POISON

TACKLE	NRM
DISABLE	NRM
SUPERSONIC	NRM

#12 BUTTERY

LEV. 15/HP 44

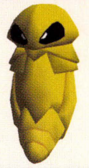


BUG FLYING

CONFUSION	PSY
TACKLE	NRM
STUN SPORE	GRS
SLEEP POWDER	GRS

#14 KAKUNY

LEV. 15/HP 39



BUG POISON

POISON STING	PSN
STRING SHOT	BUG

#46 PARY

LEV. 15/HP 36

BUG GRASS

SCRATCH	NRM
STUN SPORE	GRS

BATTLE 2

LAD

Most of Lad's Pokémon are either Grass- or Flying-types. Since both are susceptible to Fire Blasts, call in Dratini as your starter. The Dragon-type is naturally resistant to Lad's arsenal, while Poliwrath is the perfect foil for Geody and Drowzee is the perfect cure for Poison-types.

#17 PIDGEOTTY

LEV. 15/HP 45

NORMAL FLYING

GUST	NRM
SAND-ATTACK	NRM
QUICK ATTACK	NRM
RAZOR WIND	NRM

#83 FARFETY

LEV. 15/HP 42

NORMAL FLYING

PECK	FLY
SAND-ATTACK	NRM
TAKE DOWN	NRM
FURY ATTACK	NRM

#69 SPROUTY

LEV. 15/HP 41

GRASS POISON

VINE WHIP	GRS
GROWTH	NRM
WRAP	NRM
MEGA DRAIN	GRS

#2 IVYSAURY

LEV. 16/HP 46

GRASS POISON

TACKLE	NRM
VINE WHIP	GRS
GROWL	NRM
LEECH SEED	GRS

#41 ZUBATY

LEV. 15/HP 38

POISON FLYING

LEECH LIFE	BUG
SUPERSONIC	NRM
BITE	NRM

#74 GEODY

LEV. 15/HP 38

ROCK GROUND

TACKLE	NRM
DEFENSE CURL	NRM

BATTLE 3

SWIMMER

The key to assembling a winning team is diversity in types and attacks, and Swimmer sinks in that department. His lopsided crew shares the same weaknesses. Grass and Psychic powers have the advantage, and since Exeggutor has both, it can single-handedly win the battle.

#61 POLIMER

LEV. 16/HP 49

WATER

BUBBLE	WTR
HYPNOSIS	PSY
BUBBLEBEAM	WTR

#8 TORTMER

LEV. 16/HP 47

WATER

TACKLE	NRM
TAIL WHIP	NRM
WATER GUN	WTR
BUBBLE	WTR

#129 MAGIMER

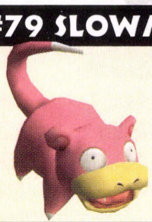
LEV. 15/HP 33

WATER

SPLASH	NRM
TACKLE	NRM

#79 SLOWMER

LEV. 15/HP 54



WATER PSYCHIC

CONFUSION	PSY
STRENGTH	NRM
FLASH	NRM

#120 STARYUMER

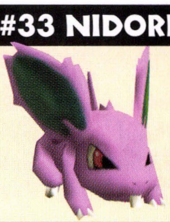
LEV. 15/HP 36

WATER

WATER GUN	WTR
BUBBLEBEAM	WTR
TACKLE	NRM

#33 NIDORIMER

LEV. 16/HP 47



POISON

LEER	NRM
HORN ATTACK	NRM
POISON STING	PSN
DOUBLE KICK	FTG

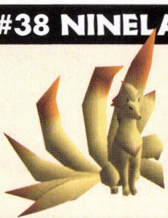
BATTLE 4

BURGLAR

Fire-types make up the bulk of Burglar's stable. Since they're dominant over Grass-types, keep Exeggutor sidelined. In place of it, call in Poliwrath to rob Burglar of victory. With little more than a single wave of the Water-type's Surf, it can snuff out any one of his Fire-types.

#38 NINELAR

LEV. 16/HP 52

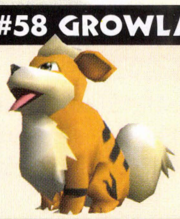


FIRE

EMBER	FIR
BODY SLAM	NRM
BIDE	NRM
TAIL WHIP	NRM

#58 GROWLAR

LEV. 16/HP 46

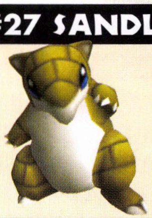


FIRE

BITE	NRM
ROAR	NRM
REST	PSY

#27 SANDLAR

LEV. 16/HP 45

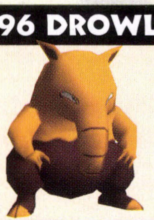


GROUND

SCRATCH	NRM
SAND-ATTACK	NRM
SWIFT	NRM

#96 DROWLAR

LEV. 17/HP 50



PSYCHIC

POUND	NRM
HYPNOSIS	PSY
DISABLE	NRM
CONFUSION	PSY

#5 CHARMELAR

LEV. 16/HP 47

FIRE

SCRATCH	NRM
LEER	NRM
EMBER	FIR
GROWL	NRM

#37 VULAR

LEV. 15/HP 38

FIRE

EMBER	FIR
TAIL WHIP	NRM

BATTLE 5

MR. FIX

Mr. Fix's team is heavy with Electric-types, and Ground-type attacks are perfect for short-circuiting them. Since Arcanine's Dig attack will do the trick, recruit the Fire-type, then round out your team with Drowzee to counter Mancian and Exeggutor to battle Glercian.

#100 VOLTCIAN

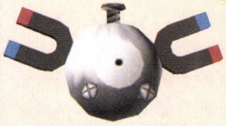
LEV. 16/HP 42

ELECTRIC

TACKLE	NRM
SCREECH	NRM
THUNDER	ELC
SELF DESTRUCT	NRM

#81 MITECIAN

LEV. 15/HP 36

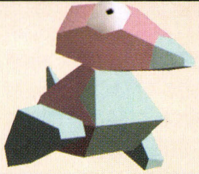


ELECTRIC

TACKLE	NRM
THUNDER WAVE	ELC
THUNDERBOLT	ELC
FLASH	NRM

#137 PORYCIAN

LEV. 18/HP 55



NORMAL

PSYCHIC	PSY
SHARPEN	NRM
CONVERSION	NRM
ICE BEAM	ICE

#56 MANCIAN

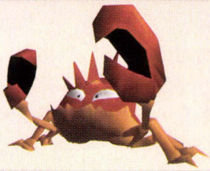
LEV. 15/HP 40

FIGHTING

LOW KICK	FTG
KARATE CHOP	NRM
LEER	NRM
METRONOME	NRM

#99 GLERCIAN

LEV. 16/HP 47



WATER

SWORDS DANCE	NRM
BODY SLAM	NRM
BUBBLEBEAM	WTR
CUT	NRM

#26 RAICIAN

LEV. 18/HP 54

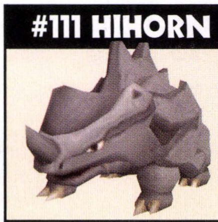
ELECTRIC

THUNDERBOLT	ELC
BODY SLAM	NRM
FLASH	NRM
DOUBLE-EDGE	NRM

BATTLE 6
HIKER

By Battle 6, the Trainers will begin marching out a wider variety of Pokémon types. Keep your bases covered by choosing Pokémon that are superior over multiple types, such as using a Grass-type that can do double duty by handling both of Hiker's Ground- and Water-types.

#111 HIHORN
LEV. 20/HP 67



GROUND ROCK

DOUBLE-EDGE	NRM
ROCK SLIDE	RCK
EARTHQUAKE	GRD
FISSURE	GRD

#40 HIGGLYTUFF
LEV. 15/HP 70

NORMAL

SING	NRM
MEGA KICK	NRM
REFLECT	PSY
STRENGTH	NRM

#64 HIDABRA
LEV. 16/HP 42

PSYCHIC

PSYWAVE	PSY
KINESIS	PSY
THUNDER WAVE	ELC
METRONOME	NRM

#66 HICHOP
LEV. 16/HP 52

FIGHTING

KARATE CHOP	NRM
MEGA KICK	NRM
BIDE	NRM
SUBMISSION	FTG

#117 HIDRA
LEV. 15/HP 45

WATER

SURF	WTR
MIMIC	NRM
SWIFT	NRM
DOUBLE-EDGE	NRM

#92 HIGAST
LEV. 18/HP 43

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
EXPLOSION	NRM
LICK	GHO

SEMIFINAL
LASS

Because the combined-level limit is 50, Lass can't enter both Gyaradette and Cruelette into the same match. And one is plenty. Using Dratini's Thunder Wave, paralyze the big brute she's chosen. Once it's at bay, send in Poliwrath, since it's resistant to fellow Water-types.

#130 GYARADETTE
LEV. 20/HP 68

WATER FLYING

BITE	NRM
THUNDER	ELC
DOUBLE-EDGE	NRM
SURF	WTR

#122 MIMESS
LEV. 15/HP 42

PSYCHIC

METRONOME	NRM
BARRIER	PSY
PSYCHIC	PSY
SEISMIC TOSS	FTG

#59 ARCANESS
LEV. 15/HP 58

FIRE

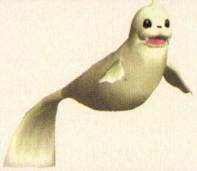
FIRE BLAST	FIR
DIG	GRD
SWIFT	NRM
LEER	NRM

#73 CRUELETTE
LEV. 20/HP 62

WATER POISON

WRAP	NRM
SUPERSONIC	NRM
TOXIC	PSN
SURF	WTR

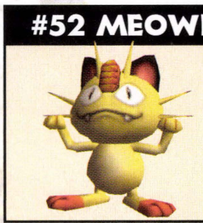
#87 DEWGETTE
LEV. 15/HP 58



WATER ICE

ICE BEAM	ICE
BODY SLAM	NRM
STRENGTH	NRM
HORN DRILL	NRM

#52 MEOWETTE
LEV. 15/HP 43



NORMAL

DOUBLE TEAM	NRM
GROWL	NRM
PAY DAY	NRM
BITE	NRM

FINAL
FISHER

Plan defensively. Avoid sending in types that are characteristically vulnerable to the types on Fisher's team. A key member of your group should be Exeggutor, since its Mega Drain replenishes its lost HP while also effectively combating your opponent's abundant Water-types.

#148 NAIRISH
LEV. 18/HP 52

DRAGON

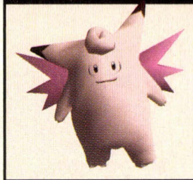
DRAGON RAGE	DRG
WRAP	NRM
THUNDER WAVE	ELC
DOUBLE TEAM	NRM

#80 BROISH
LEV. 16/HP 59

WATER PSYCHIC

PSYCHIC	PSY
TRI ATTACK	NRM
SURF	WTR
DISABLE	NRM

#36 FABLISH
LEV. 16/HP 59



NORMAL

METRONOME	NRM
DOUBLE-EDGE	NRM
HYPER BEAM	NRM
THUNDERBOLT	ELC

#72 COOLISH
LEV. 16/HP 42

WATER POISON

WRAP	NRM
SURF	WTR
SUPERSONIC	NRM
MEGA DRAIN	GRS

#20 TICATISH
LEV. 18/HP 51

NORMAL

HYPER FANG	NRM
BUBBLEBEAM	WTR
DIG	GRD
QUICK ATTACK	NRM

#55 GOLDISH
LEV. 16/HP 54

WATER

MEGA KICK	NRM
SURF	WTR
ICE BEAM	ICE
DIG	GRD

PETIT CUP

The welterweight division of Pokémon competitions, the Petit Cup is the Pokémon League's most exclusive tournament. Only Pokémon between levels 25 and 30, measuring under 6'8" and weighing less than 44 pounds can participate. Because of such strict requirements, only 45 of the 151 Pokémon qualify for competition.

BULBASAUR L25 OK HP 59/ 69
DITTY L25 OK HP 30/ 60
SANDSHREW L25 OK HP 70/ 71
DITTY L25 OK HP 60/ 60
DRATINI L25 OK HP 67/ 67
PARY L25 OK HP 52/ 52
GASTLY L25 OK HP 61/ 61
RATTY L26 OK HP 53/ 53
HORSEA L25 OK HP 61/ 61
WEEDLY L25 OK HP 55/ 55
PIKACHU L25 OK HP 64/ 64
WEEDLY L25 OK HP 55/ 55

It dug a hole!

Go! DRATINI!

QUALIFYING POKéMON

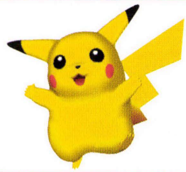
■ For Rent
▨ Not For Rent

1	**BULBASAUR**
2	IVYSAUR
3	VENUSAUR
4	**CHARMANDER**
5	CHARMELEON
6	CHARIZARD
7	**SQUIRTLE**
8	WARTORTLE
9	BLASTOISE
10	**CATERPIE**
11	METAPOD
12	BUTTERFREE
13	**WEEDLE**
14	KAKUNA
15	BEEDRILL
16	**PIDGEY**
17	PIDGEOTTO
18	PIDGEOT
19	**RATTATA**
20	RATICATE
21	**SPEAROW**
22	FEAROW
23	**EKANS**
24	ARBOK
25	**PIKACHU**
26	RAICHU
27	**SANDSHREW**
28	SANDSLASH
29	**NIDORAN ♀**
30	NIDORINA
31	NIDOQUEEN
32	**NIDORAN ♂**
33	NIDORINO
34	NIDOKING
35	**CLEFAIRY**
36	CLEFABLE
37	**VULPIX**
38	NINETALES
39	**JIGGLYPUFF**
40	WIGGLYTUFF
41	**ZUBAT**
42	GOLBAT
43	**ODDISH**
44	GLOOM
45	VILEPLUME
46	**PARAS**
47	PARASECT
48	VENONAT
49	VENOMOTH
50	**DIGLETT**
51	DUGTRIO
52	**MEOWTH**
53	PERSIAN
54	**PSYDUCK**
55	GOLDUCK
56	MANKEY
57	PRIMEAPE
58	**GROWLITHE**
59	ARCANINE
60	**POLIWAG**
61	POLIWHIRL
62	POLIWRATH
63	**ABRA**
64	KADABRA
65	ALAKAZAM
66	**MACHOP**
67	MACHOKE
68	MACHAMP
69	**BELLSPROUT**
70	WEEPINBELL
71	VICTREEBEL
72	TENTACOOL
73	TENTACRUEL
74	**GEODUDE**
75	GRAVELER
76	GOLEM
77	PONYTA
78	RAPIDASH
79	SLOWPOKE
80	SLOWBRO
81	**MAGNEMITE**
82	MAGNETON
83	**FARFETCH'D**
84	DODUO
85	DODRIO
86	SEEL
87	DEWGONG
88	GRIMER
89	MUK
90	**SHELLDER**
91	CLOYSTER
92	**GASTLY**
93	HAUNTER
94	GENGAR
95	ONIX
96	DROWZEE
97	HYPNO
98	**KRABBY**
99	KINGLER
100	**VOLTORB**
101	ELECTRODE
102	**EXEGGCUTE**
103	EXEGGUTOR
104	**CUBONE**
105	MAROWAK
106	HITMONLEE
107	HITMONCHAN
108	LICKITUNG
109	**KOFFING**
110	WEEZING
111	RHYHORN
112	RHYDON
113	CHANSEY
114	TANGELA
115	KANGASKHAN
116	**HORSEA**
117	SEADRA
118	**GOLDEEN**
119	SEAKING
120	STARYU
121	STARMIE
122	MR. MIME
123	SCYTHER
124	JYNX
125	ELECTABUZZ
126	MAGMAR
127	PINSIR
128	TAUROS
129	**MAGIKARP**
130	GYARADOS
131	LAPRAS
132	**DITTO**
133	**EEVEE**
134	VAPOREON
135	JOLTEON
136	FLAREON
137	PORYGON
138	**OMANYTE**
139	OMASTAR
140	**KABUTO**
141	KABUTOPS
142	AERODACTYL
143	SNORLAX
144	ARTICUNO
145	ZAPDOS
146	MOLTRES
147	**DRATINI**
148	DRAGONAIR
149	DRAGONITE
150	MEWTWO
151	MEW

RECOMMENDED RENTAL TEAM

Rather than build a team based entirely on varied Pokémon types, choose the members based on their varied attacks. For example, the recommended team lacks a Fire-type Pokémon, but Dratini will compensate, covering the fire angle with its Fire Blast attack.

#25 PIKACHU LEV. 25/HP 64



ELECTRIC

THUNDER WAVE	ELC
SLAM	NRM
THUNDER	ELC
FLASH	NRM

#1 BULBASAUR LEV. 25/HP 69

GRASS **POISON**

LEECH SEED	GRS
MEGA DRAIN	GRS
SOLAR BEAM	GRS
CUT	NRM

#116 HORSEA LEV. 25/HP 61

WATER

SMOKESCREEN	NRM
BUBBLEBEAM	WTR
SWIFT	NRM
ICE BEAM	ICE

#27 SANDSHREW LEV. 25/HP 71

GROUND

SLASH	NRM
POISON STING	PSN
DIG	GRD
ROCK SLIDE	RCK

#92 GASTLY LEV. 25/HP 61

GHOST **POISON**

CONFUSE RAY	GHO
NIGHT SHADE	GHO
THUNDER	ELC
MEGA DRAIN	GRS

#147 DRATINI LEV. 25/HP 67

DRAGON

THUNDER WAVE	ELC
WRAP	NRM
THUNDER	ELC
FIRE BLAST	FIR

BATTLE 1

BUG BOY

Choose Dratini first, since its Fire Blast will spark an instant fainting spell in almost every one of Bug Boy's Pokémon. For reinforcements, call in Horsea (its Ice Beam is particularly effective) and Gastly (a Ghost-type that's well rounded in abilities as well as shape).

#10 CATERPY LEV. 25/HP 57

BUG

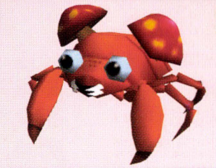
TACKLE	NRM
STRING SHOT	BUG

#13 WEEDLY LEV. 25/HP 55

BUG **POISON**

POISON STING	PSN
STRING SHOT	BUG

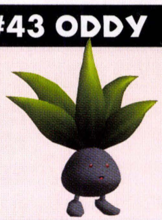
#46 PARY LEV. 25/HP 52



BUG **GRASS**

SCRATCH	NRM
STUN SPORE	GRS
LEECH LIFE	BUG

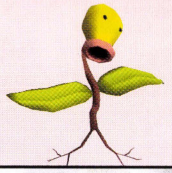
#43 ODDY LEV. 25/HP 57



GRASS **POISON**

ABSORB	GRS
STUN SPORE	GRS
SLEEP POWDER	GRS
ACID	PSN

#69 BELLSY LEV. 25/HP 60



GRASS **POISON**

VINE WHIP	GRS
GROWTH	NRM
POISONPOWDER	PSN
STUN SPORE	GRS

#102 EGGY LEV. 25/HP 65

GRASS **PSYCHIC**

BARRAGE	NRM
HYPNOSIS	PSY
REFLECT	PSY

BATTLE 2

LAD

Since no Pokémon has a natural advantage over Ghost-types, Gastly is the perfect anchor for all of your battle trios. For more than a ghost of a chance at winning your second Petit battle, enlist Pikachu. Like Gastly, it boasts a Thunder attack, which is perfect for grounding Flying-types.

#16 PIDDY LEV. 25/HP 56

NORMAL **FLYING**

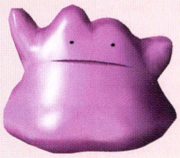
GUST	NRM
SAND-ATTACK	NRM
QUICK ATTACK	NRM
WHIRLWIND	NRM

#19 RATTY LEV. 26/HP 53

NORMAL

TAIL WHIP	NRM
QUICK ATTACK	NRM
HYPER FANG	NRM
FOCUS ENERGY	NRM

#132 DITTY LEV. 25/HP 60



NORMAL

TRANSFORM	NRM

#1 BULBY LEV. 26/HP 60

GRASS **POISON**

TACKLE	NRM
LEECH SEED	GRS
VINE WHIP	GRS
POISONPOWDER	PSN

#23 EKANSY LEV. 26/HP 55

POISON

WRAP	NRM
POISON STING	PSN
BITE	NRM
GLARE	NRM

#41 ZUBATY LEV. 25/HP 56

POISON **FLYING**

LEECH LIFE	BUG
SUPERSONIC	NRM
BITE	NRM
CONFUSE RAY	GHO

BATTLE 3

NERD

Really, the only off-putting thing about Nerd's team is that his Pokémon sport some ridiculously silly nicknames. Other than that, his crew will be no match for yours, especially if you rely on Gastly's Thunder, Sandshrew's Slash and Bulbasaur's Leech Seed.

#74 DUDEGEO

LEV. 25/HP 59

ROCK GROUND

ROCK THROW	RCK
SELF DESTRUCT	NRM
DEFENSE CURL	NRM
BIDE	NRM

#92 LYGAST

LEV. 25/HP 54

GHOST POISON

LICK	GHO
CONFUSE RAY	GHO
NIGHT SHADE	GHO
EXPLOSION	NRM

#100 ORBVOLT

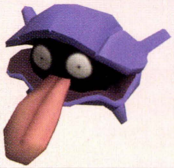
LEV. 25/HP 59

ELECTRIC

TACKLE	NRM
SCREECH	NRM
SONICBOOM	NRM
EXPLOSION	NRM

#90 DERSHELL

LEV. 25/HP 54



WATER

EXPLOSION	NRM
SUPERSONIC	NRM
CLAMP	WTR
TAKE DOWN	NRM

#109 FINGKOF

LEV. 30/HP 69

POISON

SMOG	PSN
TOXIC	PSN
SELF DESTRUCT	NRM
FIRE BLAST	FIR

#102 CUTEGG

LEV. 30/HP 81

GRASS PSYCHIC

BARRAGE	NRM
LEECH SEED	GRS
BIDE	NRM
EXPLOSION	NRM

BATTLE 4

SAILOR

Water-types are susceptible to Electric-type attacks, so plug in Pikachu, Dratini and Gastly to sink Sailor's seafaring crew. All three sport Electric-type moves, most notably Thunder—an attack that will wash up Sailor's landlubbing team members, Choplor and Spealor.

#98 KRABLOR

LEV. 26/HP 57

WATER

BUBBLEBEAM	WTR
CUT	NRM
VICEGRIP	NRM
GUILLOTINE	NRM

#116 SEALOR

LEV. 27/HP 59

WATER

BUBBLE	WTR
SMOKESCREEN	NRM
SWIFT	NRM
WATER GUN	WTR

#129 MAGILOR

LEV. 26/HP 52

WATER

SPLASH	NRM
TACKLE	NRM

#66 CHOPLOR

LEV. 26/HP 78

FIGHTING

KARATE CHOP	NRM
LOW KICK	FTG
LEER	NRM
RAGE	NRM

#118 GOLDOR

LEV. 26/HP 65

WATER

PECK	FLY
SUPERSONIC	NRM
HORN ATTACK	NRM
SURF	WTR

#21 SPEALOR

LEV. 27/HP 64

NORMAL FLYING

FLY	FLY
LEER	NRM
FURY ATTACK	NRM
MIRROR MOVE	FLY

BATTLE 5

JR. ♀

The female Jr. has assembled a fairly diverse team, so call in your all-purpose fighter, Gastly. A zap or two from your Ghost-type's Thunder attack will have most of your opponents falling at your feet (if Gastly had any, that is). For backup, bolster your team with Bulbasaur and Horsea.

#104 CUCU

LEV. 26/HP 69

GROUND

BONE CLUB	GRD
HEADBUTT	NRM
SUBSTITUTE	NRM
SKULL BASH	NRM

#58 GROWLGROWL

LEV. 27/HP 73

FIRE

EMBER	FIR
LEER	NRM
DOUBLE-EDGE	NRM
DIG	GRD

#52 MEOWMEOW

LEV. 27/HP 65

NORMAL

PAY DAY	NRM
BUBBLEBEAM	WTR
THUNDERBOLT	ELC
SCREECH	NRM

#63 ABAB

LEV. 26/HP 56

PSYCHIC

PSYWAVE	PSY
TRI ATTACK	NRM
MIMIC	NRM
SUBSTITUTE	NRM

#60 POLIPOLI

LEV. 26/HP 63

WATER

HYPNOSIS	PSY
ICE BEAM	ICE
BUBBLEBEAM	WTR
BODY SLAM	NRM

#39 JIGJIG

LEV. 27/HP 106

NORMAL

SING	NRM
DOUBLESLAP	NRM
WATER GUN	WTR
PSYCHIC	PSY

BATTLE 6

JR. ♂

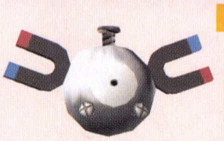
The battling gets trickier when you set your sights on the Marsh Badge. Since the boy Jr. will roll out a motley crew of Pokémon steeped in a hodgepodge of fighting styles, you'll win an edge if you can attack first. Choose the quick-draw Pokémon Gastly, Sandshrew and Bulbasaur.

#50 DIGSTER LEV. 26/HP 49

GROUND

SCRATCH	NRM
GROWL	NRM
DIG	GRD
SAND-ATTACK	NRM

#81 MAGSTER LEV. 26/HP 57



ELECTRIC

TACKLE	NRM
SONICBOOM	NRM
THUNDERBOLT	ELC
FLASH	NRM

#83 FETCHANT LEV. 27/HP 73

NORMAL FLYING

PECK	FLY
SAND-ATTACK	NRM
LEER	NRM
FURY ATTACK	NRM

#41 ZUSTER LEV. 27/HP 66

POISON FLYING

LEECH LIFE	BUG
TAKE DOWN	NRM
BITE	NRM
CONFUSE RAY	GHO

#4 CHARMANT LEV. 27/HP 66

FIRE

CUT	NRM
EMBER	FIR
LEER	NRM
RAGE	NRM

#7 SQUIRTANT LEV. 27/HP 69

WATER

BITE	NRM
SURF	WTR
BIDE	NRM
SEISMIC TOSS	FTG

SEMIFINAL

LASS

Enter the Semifinal round with Gastly, Sandshrew and Horsea and choose their attacks wisely. Unlike other Trainers, Lass won't be very confrontational. Instead, she'll resort to selecting moves that will boost her Pokémon's defensive power or drain your chosen one's offensive power.

#140 KABUTESS LEV. 30/HP 68

ROCK WATER

DOUBLE-EDGE	NRM
REFLECT	PSY
SURF	WTR
ICE BEAM	ICE

#25 PIKETTE LEV. 25/HP 61

ELECTRIC

THUNDER WAVE	ELC
QUICK ATTACK	NRM
DOUBLE TEAM	NRM
THUNDERBOLT	ELC

#37 VULESS LEV. 25/HP 62

FIRE

EMBER	FIR
QUICK ATTACK	NRM
DIG	GRD
FIRE BLAST	FIR

#35 CLEFAIRESS LEV. 25/HP 78

NORMAL

SING	NRM
MINIMIZE	NRM
BODY SLAM	NRM
METRONOME	NRM

#39 PUFFETTE LEV. 25/HP 101

NORMAL

SING	NRM
BLIZZARD	ICE
MEGA KICK	NRM
REST	PSY

#133 EEVETTE LEV. 30/HP 83

NORMAL

SAND-ATTACK	NRM
DOUBLE-EDGE	NRM
QUICK ATTACK	NRM
TOXIC	PSN

FINAL

POKéMANIAC

Choose Horsea, Gastly and Dratini to win the Cup. For the bulk of the battle, use Horsea. Since the Water-type is effective against all of the opposing Pokémon—especially Shrewmania—Horsea will gallop you to victory. It's also quite resistant to attacks from Pysmania and Omania.

#32 NIDOMANIA ♂ LEV. 25/HP 68

POISON

HORN ATTACK	NRM
DOUBLE KICK	FTG
POISON STING	PSN
HORN DRILL	NRM

#29 RANMANIA ♀ LEV. 25/HP 73

POISON

TAKE DOWN	NRM
TOXIC	PSN
BIDE	NRM
TAIL WHIP	NRM

#147 DRATIMANIA LEV. 30/HP 77

DRAGON

THUNDER WAVE	ELC
WRAP	NRM
DRAGON RAGE	DRG
ICE BEAM	ICE

#27 SHREWMANIA LEV. 25/HP 70

GROUND

SAND-ATTACK	NRM
SLASH	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK

#54 PSYMANIA LEV. 25/HP 70

WATER

SCRATCH	NRM
SURF	WTR
ICE BEAM	ICE
REST	PSY

#138 OMANIA LEV. 30/HP 73

ROCK WATER

SURF	WTR
BLIZZARD	ICE
DOUBLE TEAM	NRM
DOUBLE-EDGE	NRM

POKé CUP

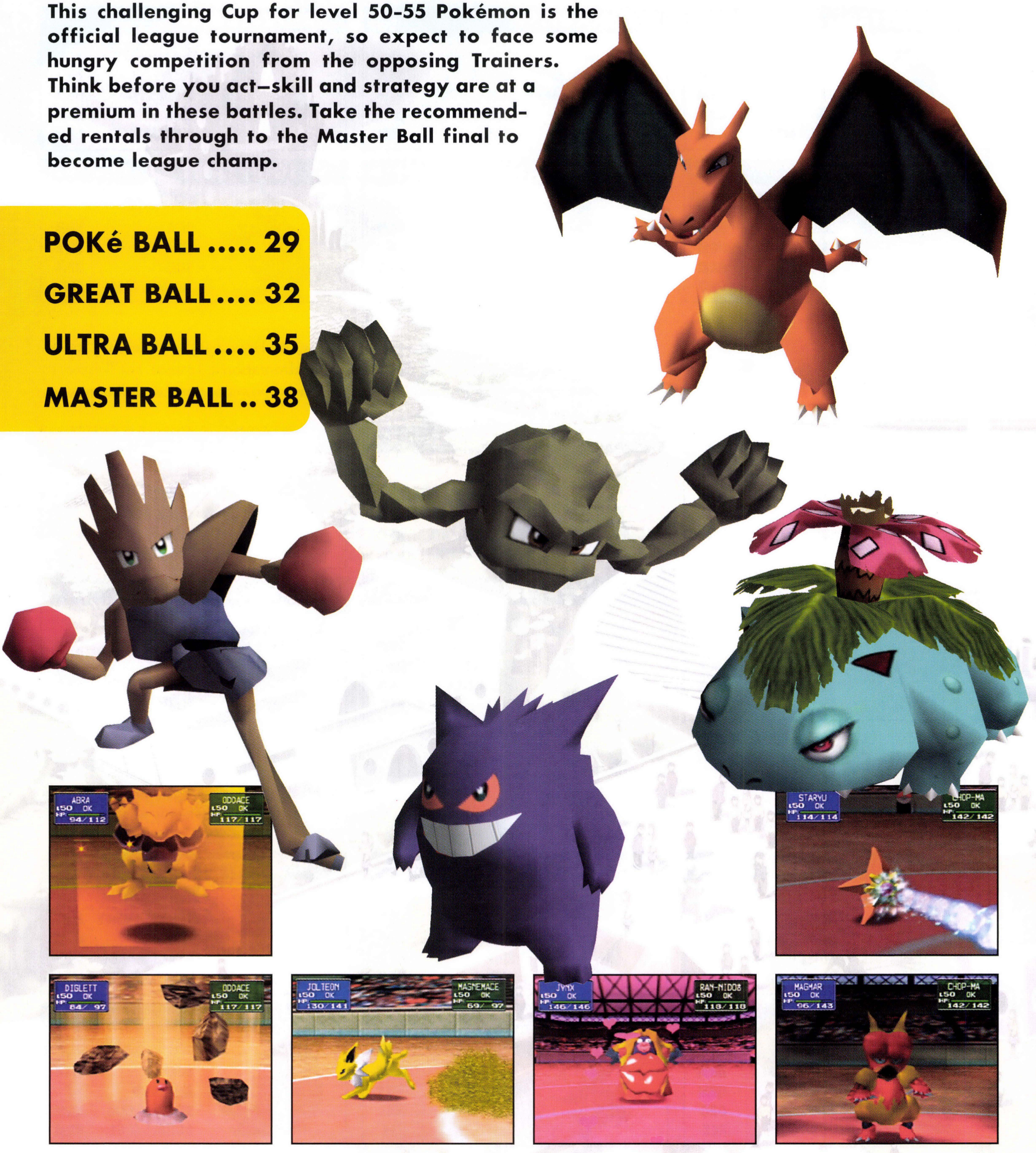
This challenging Cup for level 50-55 Pokémon is the official league tournament, so expect to face some hungry competition from the opposing Trainers. Think before you act—skill and strategy are at a premium in these battles. Take the recommended rentals through to the Master Ball final to become league champ.

POKé BALL 29

GREAT BALL 32

ULTRA BALL 35

MASTER BALL .. 38



ABRA L50 OK HP 94/112
ODDACE L50 OK HP 117/117
STARYU L50 OK HP 114/114
CHOP-MA L50 OK HP 142/142
DIGLETT L50 OK HP 84/97
ODDACE L50 OK HP 117/117
JOLTEON L50 OK HP 130/141
MAGNEMACE L50 OK HP 69/97
JYNX L50 OK HP 146/146
RAN-NIDO8 L50 OK HP 118/118
MAGMAR L50 OK HP 96/143
CHOP-MA L50 OK HP 142/142

POKé BALL

RECOMMENDED RENTAL TEAM

This tough team should be more than adequate for getting you through the Poké Ball round. Most of these Pokémon have varied and powerful attacks—you won't have to waste much time changing vulnerable types in the battles.

#50 DIGLETT LEV. 50/HP 97

GROUND

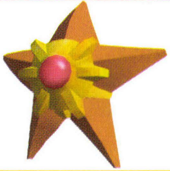
EARTHQUAKE	GRD
SLASH	NRM
SAND-ATTACK	NRM
ROCK SLIDE	RCK

#63 ABRA LEV. 50/HP 112

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
REFLECT	PSY
THUNDER WAVE	ELC

#120 STARYU LEV. 50/HP 114



WATER

HYDRO PUMP	WTR
RECOVER	NRM
THUNDERBOLT	ELC
PSYCHIC	PSY

#124 JYNX LEV. 50/HP 146

ICE PSYCHIC

ICE PUNCH	ICE
MEGA PUNCH	NRM
PSYCHIC	PSY
LOVELY KISS	NRM

#126 MAGMAR LEV. 50/HP 143

FIRE

FIRE PUNCH	FIR
MEGA PUNCH	NRM
PSYCHIC	PSY
SMOKESCREEN	NRM

#135 JOLTEON LEV. 50/HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSY
SAND-ATTACK	NRM

BATTLE 1

BIKER

If you hit any of these opposing Pokémon with Psychic, this Trainer won't even get the chance to kick-start his team. The attack is devastating to Poison- or Fighting-types, and that's all Biker has brought to the party.

#29 RAN-NIDO ♀ LEV. 50/HP 127

POISON

DOUBLE KICK	FTG
BODY SLAM	NRM
BLIZZARD	ICE
TOXIC	PSN

#32 RAN-NIDO ♂ LEV. 50/HP 118

POISON

HORN ATTACK	NRM
FURY ATTACK	NRM
THUNDER	ELC
REFLECT	PSY

#23 KANS-E LEV. 50/HP 107

POISON

GLARE	NRM
ACID	PSN
BITE	NRM
ROCK SLIDE	RCK

#106 MONLEE-HIT LEV. 50/HP 122

FIGHTING

HI JUMP KICK	FTG
MEGA KICK	NRM
SEISMIC TOSS	FTG
MEDITATE	PSY

#66 CHOP-MA LEV. 50/HP 142

FIGHTING

LOW KICK	FTG
KARATE CHOP	NRM
FIRE BLAST	FIR
MEGA KICK	NRM

#56 KEY-MAN LEV. 50/HP 112

FIGHTING

SUBMISSION	FTG
THRASH	NRM
DIG	GRD
THUNDERBOLT	ELC

BATTLE 2

ROCKER

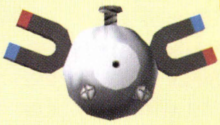
Magmar's Fire Punch should knock the seeds out of any Grass-types Rocker puts up against you, while Diglett's Earthquake attack is more than the Electric-types can handle. Jynx is a good third choice, but you shouldn't need it.

#100 VOLTACE LEV. 50/HP 112

ELECTRIC

SWIFT	NRM
EXPLOSION	NRM
SCREECH	NRM
THUNDERBOLT	ELC

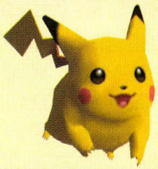
#81 MAGNEMACE LEV. 50/HP 97



ELECTRIC

SWIFT	NRM
SCREECH	NRM
THUNDER WAVE	ELC
THUNDERSHOCK	ELC

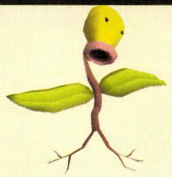
#25 PIKACE LEV. 50/HP 107



ELECTRIC

THUNDER	ELC
QUICK ATTACK	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG

#69 SPROUTACE LEV. 50/HP 122



GRASS POISON

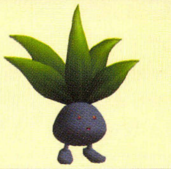
RAZOR LEAF	GRS
SLAM	NRM
ACID	PSN
SLEEP POWDER	GRS

#1 BULBACE LEV. 50/HP 117

GRASS POISON

SOLARBEAM	GRS
LEECH SEED	GRS
CUT	NRM
TOXIC	PSN

#43 ODDACE LEV. 50/HP 117



GRASS POISON

PETAL DANCE	GRS
ACID	PSN
MEGA DRAIN	GRS
STUN SPORE	GRS

BATTLE 3

JUGGLER

You need to juggle your own Pokémon. Use Psychic against the Fighting-types for a KO, then switch to Staryu's Hydro Pump against Geo-Dude. Try to hit Drow-zee with Jolteon's Pin Missile attack before it hypnotizes the Electric-type.

#96 DROW-ZEE

LEV. 50/HP 132

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#92 GAST-LY

LEV. 50/HP 102

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
PSYWAVE	PSY

#107 HITMO-CHAN

LEV. 50/HP 122

FIGHTING

METRONOME	NRM

#67 MA-CHOKE

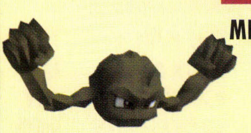
LEV. 50/HP 152

FIGHTING

METRONOME	NRM

#74 GEO-DUDE

LEV. 50/HP 112

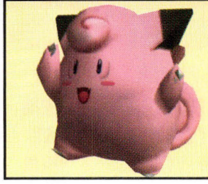


ROCK GROUND

METRONOME	NRM

#35 CLE-FAIRY

LEV. 50/HP 142



NORMAL

SING	NRM
METRONOME	NRM

BATTLE 4

BEAUTY

You should perform beautifully in this battle with Jynx, Staryu and Jolteon. Ice Punch is an effective attack against the two Ground-types, but go with Jolteon's Thunderbolt attack against Kabudy and the Water-types.

#116 HORSEDY

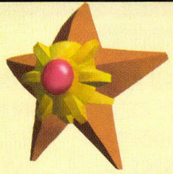
LEV. 50/HP 102

WATER

HYDRO PUMP	WTR
SMOKESCREEN	NRM
BLIZZARD	ICE
LEER	NRM

#120 YUDY

LEV. 50/HP 102

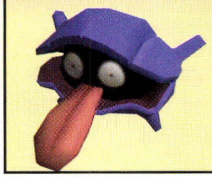


WATER

SURF	WTR
SWIFT	NRM
MINIMIZE	NRM
LIGHT SCREEN	PSY

#90 SHELLDY

LEV. 50/HP 102



WATER

ICE BEAM	ICE
CLAMP	WTR
TAKE DOWN	NRM
SELF DESTRUCT	NRM

#140 KABUDY

LEV. 50/HP 102

ROCK WATER

HYDRO PUMP	WTR
SLASH	NRM
LEER	NRM
ABSORB	GRS

#104 CUBODY

LEV. 50/HP 122

GROUND

BONE CLUB	GRD
HEADBUTT	NRM
FIRE BLAST	FIR
LEER	NRM

#111 RHYDY

LEV. 50/HP 152

GROUND ROCK

STOMP	NRM
ROCK SLIDE	RCK
DIG	GRD
THUNDERBOLT	ELC

BATTLE 5

MEDIUM

The only otherworldly Pokémon in Medium's crew is Gast-ly, so worry more about the rest of them. Use Jolteon's Thunderbolt against the Water-types and Zu-Bat, then employ Magmar's grab bag of attacks on the other Pokémon.

#92 GAST-LY

LEV. 50/HP 102

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
THUNDER	ELC
LICK	GHO

#37 VUL-PIX

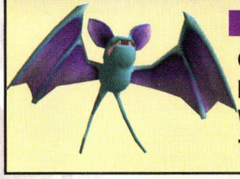
LEV. 50/HP 110

FIRE

CONFUSE RAY	GHO
FLAMETHROWER	FIR
QUICK ATTACK	NRM
TAIL WHIP	NRM

#41 ZU-BAT

LEV. 50/HP 112



POISON FLYING

CONFUSE RAY	GHO
BITE	NRM
WING ATTACK	FLY
TOXIC	PSN

#118 GOL-DEEN

LEV. 50/HP 117

WATER

SUPERSONIC	NRM
WATERFALL	WTR
HORN ATTACK	NRM
TAIL WHIP	NRM

#72 TENTA-COOL

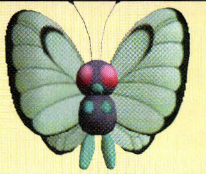
LEV. 50/HP 112

WATER POISON

SUPERSONIC	NRM
HYDRO PUMP	WTR
ACID	PSN
SCREECH	NRM

#12 BUTTER-FRE

LEV. 50/HP 132



BUG FLYING

SUPERSONIC	NRM
PSYBEAM	PSY
GUST	NRM
TOXIC	PSN

BATTLE 6

TAMER

Jynx is a natural choice to go up against this group: Its Ice Punch attack is effective against the Ground-types and Psychic is always useful. Keep Staryu ready to use Hydro Pump against the Fire-types and Thunderbolt against Lesquirt.

#19 TATARAT

LEV. 50/HP 102

NORMAL

DIG	GRD
HYPER FANG	NRM
THUNDERBOLT	ELC

#58 LITHEGROWL

LEV. 50/HP 127

FIRE

DIG	GRD
BITE	NRM
FLAMETHROWER	FIR

#104 BONECU

LEV. 50/HP 122

GROUND

DIG	GRD
THRASH	NRM
SEISMIC TOSS	FTG

#27 SHREWSAND

LEV. 50/HP 122

GROUND

DIG	GRD
SLASH	NRM
ROCK SLIDE	RCK

#4 MANDER-CHA

LEV. 50/HP 111

FIRE

DIG	GRD
FIRE SPIN	FIR
SLASH	NRM

#7 LESQUIRT

LEV. 50/HP 116

WATER

DIG	GRD
SURF	WTR
STRENGTH	NRM

SEMIFINAL

PSYCHIC

You don't need psychic powers to know Jolteon is a great choice for this battle. Pin Missile is a powerful attack against the Psychic-types, and Thunderbolt will knock the Flying-types out of the sky. Include Abra and Magmar in your group.

#63 ABRENZA

LEV. 50/HP 97

PSYCHIC

PSYCHIC	PSY
MEGA KICK	NRM
SEISMIC TOSS	FTG
FLASH	NRM

#79 SLOWPENZA

LEV. 50/HP 162

WATER PSYCHIC

PSYCHIC	PSY
SURF	WTR
HEADBUTT	NRM
DISABLE	NRM

#102 EGGCUTENZA

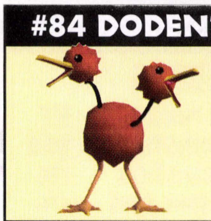
LEV. 50/HP 132

GRASS PSYCHIC

SOLARBEAM	GRS
EGG BOMB	NRM
SLEEP POWDER	GRS
LEECH SEED	GRS

#84 DODENZA

LEV. 50/HP 107

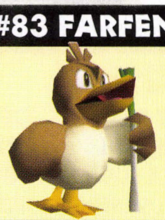


NORMAL FLYING

DRILL PECK	FLY
TRI ATTACK	NRM
TOXIC	PSN
SUBSTITUTE	NRM

#83 FARFENZA

LEV. 50/HP 124



NORMAL FLYING

FLY	FLY
SLASH	NRM
SWORDS DANCE	NRM
REFLECT	PSY

#17 GEOTTENZA

LEV. 50/HP 135

NORMAL FLYING

FLY	FLY
QUICK ATTACK	NRM
SAND-ATTACK	NRM
MIRROR MOVE	FLY

FINAL

OLD MAN

Magmar, Abra and Diglett match up well against the Old Man's team. Abra's Seismic Toss is powerful against the Normal-types, but switch with Magmar if Bedrill buzzes into the picture. Earthquake will cut off Magmite's power.

#147 DRANI

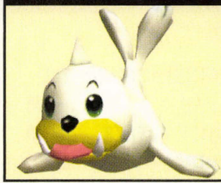
LEV. 50/HP 113

DRAGON

HYPER BEAM	NRM
FIRE BLAST	FIR
SLAM	NRM
THUNDER WAVE	ELC

#86 SEL

LEV. 50/HP 137

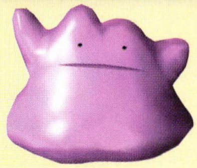


WATER

ICE BEAM	ICE
SURF	WTR
HEADBUTT	NRM
REST	PSY

#132 DITO

LEV. 50/HP 130

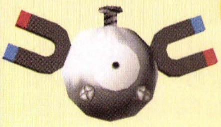


NORMAL

TRANSFORM	NRM

#81 MAGMITE

LEV. 50/HP 97

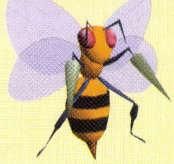


ELECTRIC

THUNDERBOLT	ELC
SWIFT	NRM
FLASH	NRM
THUNDER WAVE	ELC

#15 BEDRILL

LEV. 50/HP 137

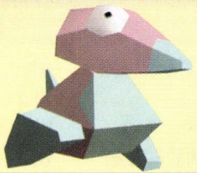


BUG POISON

TWINEEDLE	BUG
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS
SWORDS DANCE	NRM

#137 POGON

LEV. 50/HP 137



NORMAL

TRI ATTACK	NRM
PSYCHIC	PSY
AGILITY	PSY
CONVERSION	NRM

GREAT BALL

RECOMMENDED RENTAL TEAM

You'll need a lot of the same Pokémon as you did in the Poké Ball. Dugtrio replaces Diglett, bringing its Dig and Hyper Beam attacks with it. The resilient Persian also is on hand with powerful attacks like Mimic.

#51 DUGTRIO

LEV. 50/HP 113

GROUND

DIG	GRD
SAND-ATTACK	NRM
TOXIC	PSN
HYPER BEAM	NRM

#53 PERSIAN

LEV. 50/HP 143

NORMAL

SLASH	NRM
BUBBLEBEAM	WTR
MIMIC	NRM
GROWL	NRM

#63 ABRA

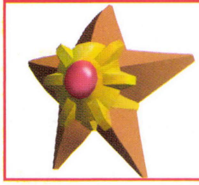
LEV. 50/HP 112

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
REFLECT	PSY
THUNDER WAVE	ELC

#120 STARYU

LEV. 50/HP 114



WATER

HYDRO PUMP	WTR
RECOVER	NRM
THUNDERBOLT	ELC
PSYCHIC	PSY

#124 JYNX

LEV. 50/HP 146

ICE PSYCHIC

ICE PUNCH	ICE
MEGA PUNCH	NRM
PSYCHIC	PSY
LOVELY KISS	NRM

#135 JOLTEON

LEV. 50/HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSN
SAND-ATTACK	NRM

BATTLE 1

BIKER

As in the Poké Ball round, Biker's team cannot withstand the Psychic attack. Put Abra in first, then keep using Psychic. The opposing Pokémon should drop one after the other—without getting an attack off.

#30 RINA-NIDO

LEV. 51/HP 146

POISON

DOUBLE KICK	FTG
FURY SWIPES	NRM
BLIZZARD	ICE
TOXIC	PSN

#33 RINO-NIDO

LEV. 51/HP 137

POISON

DOUBLE KICK	FTG
BODY SLAM	NRM
THUNDER	ELC
FOCUS ENERGY	NRM

#88 ER-GRIM

LEV. 51/HP 156

POISON

SLUDGE	PSN
BODY SLAM	NRM
THUNDERBOLT	ELC
MINIMIZE	NRM

#109 ING-KOFF

LEV. 51/HP 116

POISON

SLUDGE	PSN
THUNDERBOLT	ELC
FIRE BLAST	FIR
SMOKESCREEN	NRM

#67 CHOKE-MA

LEV. 51/HP 156

FIGHTING

LOW KICK	FTG
STRENGTH	NRM
ROCK SLIDE	RCK
FOCUS ENERGY	NRM

#107 MONCHAN-HI

LEV. 51/HP 126

FIGHTING

ICE PUNCH	ICE
STRENGTH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG

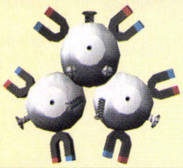
BATTLE 2

ROCKER

Dugtrio is more than a match against any of the Electric-types in Rocker's band. Just use Dig to pop their circuit breakers. Jynx and Jolteon have Ice Punch and Pin Missile, respectively, to mow down the Grass-types.

#82 MAGNETACE

LEV. 51/HP 126



ELECTRIC

THUNDERBOLT	ELC
SCREECH	NRM
SWIFT	NRM
THUNDER WAVE	ELC

#125 BUZZACE

LEV. 51/HP 141

ELECTRIC

THUNDERPUNCH	ELC
FLASH	NRM
QUICK ATTACK	NRM
THUNDER WAVE	ELC

#100 VOLTACE

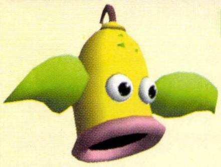
LEV. 51/HP 116

ELECTRIC

THUNDERBOLT	ELC
SWIFT	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#70 WEEPINACE

LEV. 51/HP 141



GRASS POISON

MEGA DRAIN	GRS
ACID	PSN
CUT	NRM
STUN SPORE	GRS

#2 IVYSACE

LEV. 51/HP 136

GRASS POISON

RAZOR LEAF	GRS
BODY SLAM	NRM
MEGA DRAIN	GRS
LEECH SEED	GRS

#44 GLOOMACE

LEV. 51/HP 136

GRASS POISON

PETAL DANCE	GRS
ACID	PSN
MEGA DRAIN	GRS
STUN SPORE	GRS

BATTLE 3
JUGGLER

Staryu can take on Juggler all by itself. Its Psychic attack will eliminate Hitmon-Lee; its Thunderbolt attack will be a shock for Poli-Whirl; and Gravel-er will crumble against Hydro Pump. Don't let the Water-type fall asleep, however.

#96 DROW-ZEE
LEV. 51/HP 136

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM
COUNTER	FTG

#93 HAUNT-ER
LEV. 51/HP 121

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
PSYWAVE	PSY

#61 POLI-WHIRL
LEV. 51/HP 141

WATER

HYPNOSIS	PSY
METRONOME	NRM
COUNTER	FTG

#106 HITMON-LEE
LEV. 51/HP 128

FIGHTING

METRONOME	NRM

#36 CLE-FABLE
LEV. 51/HP 172

NORMAL

SING	NRM
METRONOME	NRM
COUNTER	FTG

#75 GRAVEL-ER
LEV. 51/HP 131

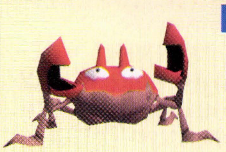
ROCK GROUND

METRONOME	NRM

BATTLE 4
BEAUTY

Once again, Staryu is an ideal candidate. The Water-type's Hydro Pump will knock out the Rock-and-Ground-types, plus its Thunderbolt attack will make short work of fellow Water-types. Jynx and Jolteon also are good choices.

#98 KRABDY
LEV. 51/HP 105



WATER

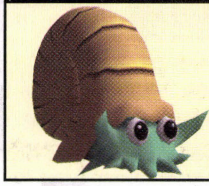
DOUBLE TEAM	NRM
CRABHAMMER	WTR
BLIZZARD	ICE
STOMP	NRM

#8 WARTODY
LEV. 51/HP 135

WATER

DOUBLE TEAM	NRM
HYDRO PUMP	WTR
STRENGTH	NRM
ICE BEAM	ICE

#138 OMADY
LEV. 51/HP 110



ROCK WATER

DOUBLE TEAM	NRM
SURF	WTR
DOUBLE-EDGE	NRM
LEER	NRM

#117 DRADY
LEV. 51/HP 131

WATER

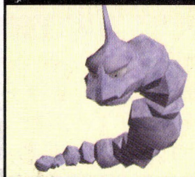
DOUBLE TEAM	NRM
SURF	WTR
TAKE DOWN	NRM
SMOKESCREEN	NRM

#75 GRAVEDY
LEV. 51/HP 131

ROCK GROUND

DOUBLE TEAM	NRM
ROCK SLIDE	RCK
DIG	GRD
STRENGTH	NRM

#95 ONIDY
LEV. 51/HP 110



ROCK GROUND

DOUBLE TEAM	NRM
ROCK SLIDE	RCK
EARTHQUAKE	GRD
EXPLOSION	NRM

BATTLE 5
MEDIUM

Medium has conjured up a formidable group of Pokémon for this battle, but they're nothing Abra, Jynx and Dugtrio can't handle. Use Lovely Kiss to put opponents to sleep, then hit them with Psychic or Dig.

#93 HAUNT-ER
LEV. 51/HP 121

GHOST POISON

CONFUSE RAY	GHO
MEGA DRAIN	GRS
THUNDER	ELC
NIGHT SHADE	GHO

#92 GAST-LY
LEV. 51/HP 105

GHOST POISON

CONFUSE RAY	GHO
THUNDERBOLT	ELC
PSYCHIC	PSY
NIGHT SHADE	GHO

#119 SEA-KING
LEV. 51/HP 156

WATER

SUPERSONIC	NRM
SURF	WTR
TAKE DOWN	NRM
TAIL WHIP	NRM

#42 GOL-BAT
LEV. 51/HP 151

POISON FLYING

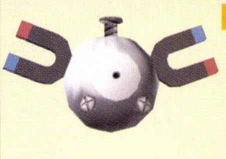
CONFUSE RAY	GHO
SCREECH	NRM
MEGA DRAIN	GRS
HYPER BEAM	NRM

#108 LICKI-TUNG
LEV. 51/HP 167

NORMAL

SUPERSONIC	NRM
STRENGTH	NRM
EARTHQUAKE	GRD
SEISMIC TOSS	FTG

#81 MAGNE-MITE
LEV. 51/HP 100



ELECTRIC

SUPERSONIC	NRM
THUNDERBOLT	ELC
SWIFT	NRM
FLASH	NRM

BATTLE 6
TAMER

There isn't a Poison-type in the bunch, but these Pokémon are toxic nonetheless. Staryu's Hydro Pump is an important weapon against the Ground-types, but it's even more important to have Jynx on hand in case Wakmaro appears.

#133 VEE LEV. 51/HP 131

NORMAL

TOXIC	PSN
REFLECT	PSY
DOUBLE-EDGE	NRM

#77 TAPONY LEV. 51/HP 126

FIRE

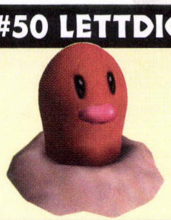
TOXIC	PSN
FIRE SPIN	FIR
STOMP	NRM

#105 WAKMARO LEV. 51/HP 136

GROUND

TOXIC	PSN
BONEMERANG	GRD
BLIZZARD	ICE

#50 LETTDIG LEV. 51/HP 85



GROUND

TOXIC	PSN
SLASH	NRM
EARTHQUAKE	GRD

#108 TUNGLICKI LEV. 51/HP 167

NORMAL

TOXIC	PSN
STOMP	NRM
FIRE BLAST	FIR

#20 CATERATI LEV. 51/HP 131

NORMAL

TOXIC	PSN
SUPER FANG	NRM
HYPER FANG	NRM

SEMIFINAL
PSYCHIC

These telekinetic types will test your team's depth. Jynx's Ice Punch is very effective against all the potential enemies in this battle. Jolteon, with its Bug-type Pin Missile attack, also is a natural against the Psychic-types.

#64 DABRENZA LEV. 51/HP 116

PSYCHIC

PSYBEAM	PSY
MEGA PUNCH	NRM
FLASH	NRM
DISABLE	NRM

#63 ABRENZA LEV. 51/HP 100

PSYCHIC

PSYCHIC	PSY
TRI ATTACK	NRM
SUBMISSION	FTG
SUBSTITUTE	NRM

#122 MIMENZA LEV. 51/HP 116

PSYCHIC

THUNDERBOLT	ELC
MEGA PUNCH	NRM
LIGHT SCREEN	PSY
MEDITATE	PSY

#124 JYNENZA LEV. 51/HP 141

ICE PSYCHIC

ICE PUNCH	ICE
BUBBLEBEAM	WTR
DOUBLESLAP	NRM
LOVELY KISS	NRM

#18 PIDGENZA LEV. 51/HP 159

NORMAL FLYING

FLY	FLY
HYPER BEAM	NRM
QUICK ATTACK	NRM
SAND-ATTACK	NRM

#22 FEARENZA LEV. 51/HP 141

NORMAL FLYING

DRILL PECK	FLY
DOUBLE-EDGE	NRM
SWIFT	NRM
MIRROR MOVE	FLY

FINAL
OLD MAN

Jynx, Abra and Staryu have what it takes to put the Old Man away. The biggest potential problem is Wigtuff, who can put your Pokémon to sleep, freeze it and disable its attacks. Use Seismic Toss on it immediately.

#148 DRAGAIR LEV. 51/HP 137

DRAGON

ICE BEAM	ICE
THUNDER	ELC
FIRE BLAST	FIR
THUNDER WAVE	ELC

#49 VENOTH LEV. 51/HP 146

BUG POISON

PSYCHIC	PSY
TAKE DOWN	NRM
TOXIC	PSN
SUPERSONIC	NRM

#40 WIGTUFF LEV. 51/HP 218

NORMAL

DOUBLESLAP	NRM
BLIZZARD	ICE
DISABLE	NRM
SING	NRM

#47 PASECT LEV. 51/HP 140

BUG GRASS

SLASH	NRM
MEGA DRAIN	GRS
LEECH LIFE	BUG
SPORE	GRS

#61 WHIRL LEV. 51/HP 141

WATER

HYDRO PUMP	WTR
SEISMIC TOSS	FTG
DOUBLESLAP	NRM
HYPNOSIS	PSY

#5 CHARLEON LEV. 51/HP 134

FIRE

FLAMETHROWER	FIR
SLASH	NRM
DIG	GRD
SWORDS DANCE	NRM

ULTRA BALL

RECOMMENDED RENTAL TEAM

This group has its work cut out for it. The addition of flying attacks from Fearow and Dewgong's double ice and water attacks will come in handy in the later battles. Having two Pokémon with Dig also can give you a strategic advantage.

#22 FEAROW

LEV. 50/HP 143

NORMAL FLYING

DRILL PECK	FLY
MIRROR MOVE	FLY
FURY ATTACK	NRM
SWIFT	NRM

#51 DUGTRIO

LEV. 50/HP 113

GROUND

DIG	GRD
SAND-ATTACK	NRM
TOXIC	PSN
HYPER BEAM	NRM

#64 KADABRA

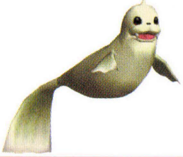
LEV. 50/HP 121

PSYCHIC

PSYCHIC	PSY
COUNTER	FTG
RECOVER	NRM
DIG	GRD

#87 DEWGONG

LEV. 50/HP 166

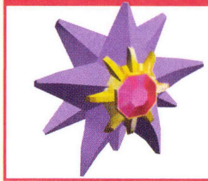


WATER ICE

AURORA BEAM	ICE
HEADBUTT	NRM
REST	PSY
SURF	WTR

#121 STARMIE

LEV. 50/HP 136



WATER PSYCHIC

SURF	WTR
THUNDER	ELC
SWIFT	NRM
HARDEN	NRM

#135 JOLTEON

LEV. 50/HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSN
SAND-ATTACK	NRM

BATTLE 1

BIKER

Kadabra should be available to use Psychic against the Poison-types and Counter against the Fighting-types. Jolteon's Thunderbolt attack will be important if Rath-Poliw appears and useful against everybody else.

#24 BOK-AR

LEV. 53/HP 143

POISON

ACID	PSN
STRENGTH	NRM
MEGA DRAIN	GRS
GLARE	NRM

#49 OTH-VENOM

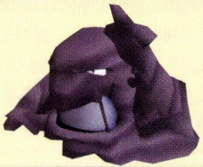
LEV. 51/HP 148

BUG POISON

PSYBEAM	PSY
MEGA DRAIN	GRS
PSYWAVE	PSY
SLEEP POWDER	GRS

#89 K-MU

LEV. 51/HP 184



POISON

SLUDGE	PSN
BODY SLAM	NRM
FIRE BLAST	FIR
SCREECH	NRM

#62 RATH-POLIW

LEV. 51/HP 169

WATER FIGHTING

SURF	WTR
SUBMISSION	FTG
DOUBLESLAP	NRM
HYPNOSIS	PSY

#67 CHOKE-MA

LEV. 53/HP 164

FIGHTING

SUBMISSION	FTG
STRENGTH	NRM
DIG	GRD
LEER	NRM

#57 APE-PRIME

LEV. 51/HP 143

FIGHTING

SUBMISSION	FTG
ROCK SLIDE	RCK
THUNDER	ELC
THRASH	NRM

BATTLE 2

ROCKER

Rocker is deceptively difficult in this round. His Grass-types will paralyze your Pokémon right off the bat if you don't knock them out of the battle with your first attack. Use Psychic on Vileplace and Victrace.

#125 BUZZACE

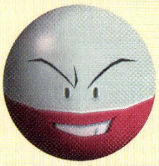
LEV. 51/HP 143

ELECTRIC

THUNDERPUNCH	ELC
SUBMISSION	FTG
MEGA PUNCH	NRM
THUNDER WAVE	ELC

#101 ELECTRACE

LEV. 54/HP 146



ELECTRIC

THUNDER	ELC
HYPER BEAM	NRM
EXPLOSION	NRM
THUNDER WAVE	ELC

#26 RAICHACE

LEV. 50/HP 136

ELECTRIC

THUNDERBOLT	ELC
SEISMIC TOSS	FTG
SWIFT	NRM
THUNDER WAVE	ELC

#114 TANGELACE

LEV. 50/HP 141

GRASS

MEGA DRAIN	GRS
HYPER BEAM	NRM
GROWTH	GRS
STUN SPORE	GRS

#45 VILEPLACE

LEV. 51/HP 153

GRASS POISON

PETAL DANCE	GRS
ACID	PSN
TAKE DOWN	NRM
STUN SPORE	GRS

#71 VICTRACE

LEV. 50/HP 156

GRASS POISON

RAZOR LEAF	GRS
ACID	PSN
CUT	NRM
STUN SPORE	GRS

BATTLE 3

JUGGLER

All of Juggler's Pokémon have Metronome—and will use it—so you'll never know what to expect. Jolteon's Pin Missile attack will help against the Psychic-types, but Dewgong's Aurora Beam and Surf attacks may end up saving you.

#97 HYP-NO LEV. 50/HP 161

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#94 GEN-GAR LEV. 50/HP 136

GHOST POISON

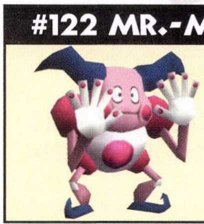
HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#57 PRIME-APE LEV. 54/HP 151

FIGHTING

METRONOME	NRM
COUNTER	FTG

#122 MR.-MIME LEV. 51/HP 118



PSYCHIC

METRONOME	NRM
COUNTER	FTG

#76 GO-LEM LEV. 54/HP 167

ROCK GROUND

METRONOME	NRM
COUNTER	FTG

#113 CHAN-SEY LEV. 51/HP 332

NORMAL

SING	NRM
METRONOME	NRM
COUNTER	FTG

BATTLE 4

BEAUTY

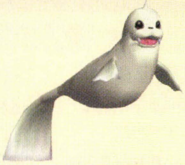
Starmie's twin attacks of Surf and Thunder allow it to take a piece out of any member of this group, but some of the opponents have plenty of HP. Blastoise may cause you trouble—its combination of water and ground attacks is powerful.

#141 TOPDY LEV. 53/HP 143

ROCK WATER

DOUBLE TEAM	NRM
SURF	WTR
SLASH	NRM
BLIZZARD	ICE

#87 DEWGODY LEV. 50/HP 166



WATER ICE

DOUBLE TEAM	NRM
SURF	WTR
ICE BEAM	ICE
STRENGTH	NRM

#9 BLASTODY LEV. 50/HP 155

WATER

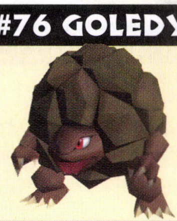
DOUBLE TEAM	NRM
HYDRO PUMP	WTR
STRENGTH	NRM
DIG	GRD

#121 MIEDY LEV. 50/HP 136

WATER PSYCHIC

DOUBLE TEAM	NRM
HYDRO PUMP	WTR
THUNDER	ELC
SWIFT	NRM

#76 GOLEDY LEV. 52/HP 161



ROCK GROUND

DOUBLE TEAM	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK
FIRE BLAST	FIR

#51 DUGDY LEV. 55/HP 121

GROUND

DOUBLE TEAM	NRM
EARTHQUAKE	GRD
SLASH	NRM
ROCK SLIDE	RCK

BATTLE 5

MEDIUM

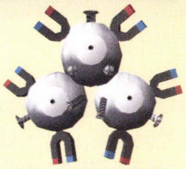
The odds are at least one of your Pokémon will be hit with Confuse Ray, an effective attack that can leave it vulnerable to everything—including itself. Starmie's Surf and Thunder attacks are once again a potent combination.

#94 GEN-GAR LEV. 50/HP 136

GHOST POISON

CONFUSE RAY	GHO
PSYCHIC	PSY
MEGA DRAIN	GRS
NIGHT SHADE	GHO

#82 MAGNE-TON LEV. 50/HP 126



ELECTRIC

SUPERSONIC	NRM
SCREECH	NRM
THUNDERBOLT	ELC
TAKE DOWN	NRM

#73 TENTA-CRUE LEV. 51/HP 158

WATER POISON

SUPERSONIC	NRM
SCREECH	NRM
HYDRO PUMP	WTR
ACID	PSN

#126 MAG-MAR LEV. 51/HP 143

FIRE

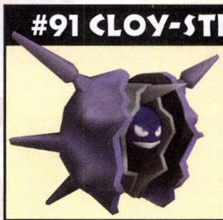
CONFUSE RAY	GHO
LEER	NRM
FIRE PUNCH	FIR
STRENGTH	NRM

#42 GOL-BAT LEV. 54/HP 162

POISON FLYING

CONFUSE RAY	GHO
SCREECH	NRM
HYPER BEAM	NRM
MEGA DRAIN	GRS

#91 CLOY-STER LEV. 54/HP 135



WATER ICE

SUPERSONIC	NRM
LEER	NRM
ICE BEAM	ICE
TRI ATTACK	NRM

BATTLE 6
TAMER

Kadabra's Psychic attack is extremely important in this battle, particularly if you're facing Saurvenu. You'll also find uses for Starmie's Surf and Thunder attacks. Keep Jolteon handy for Toxic and Pin Missile attacks.

#53 SIANPER LEV. 51/HP 143

NORMAL

SLASH	NRM
BUBBLEBEAM	WTR

#28 SLASHSAND LEV. 51/HP 153

GROUND

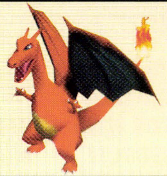
SLASH	NRM
SEISMIC TOSS	FTG

#3 SAURVENU LEV. 51/HP 158

GRASS POISON

RAZOR LEAF	GRS
CUT	NRM

#6 ZARDCHARI LEV. 51/HP 156



FIRE FLYING

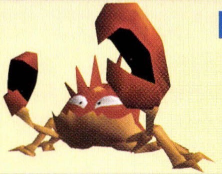
SLASH	NRM
DRAGON RAGE	DRG

#57 APEPRIME LEV. 51/HP 143

FIGHTING

KARATE CHOP	NRM
SEISMIC TOSS	FTG

#99 LERKING LEV. 53/HP 138



WATER

CRABHAMMER	WTR
CUT	NRM

SEMIFINAL
PSYCHIC

There's no way of avoiding a beating in this battle, but you can make it through. Surf and Aurora Beam are about as effective as anything you have in your inventory, so Dewgong is required. Thunderbolt is helpful against Flying-types.

#65 ZAMENZA LEV. 52/HP 135

PSYCHIC

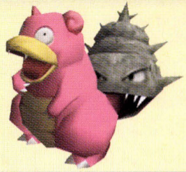
PSYBEAM	PSY
TRI ATTACK	NRM
FLASH	NRM
DISABLE	NRM

#97 HYPNENZA LEV. 50/HP 161

PSYCHIC

PSYCHIC	PSY
HEADBUTT	NRM
DISABLE	NRM
HYPNOSIS	PSY

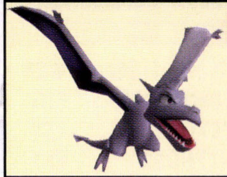
#80 BROENZA LEV. 50/HP 171



WATER PSYCHIC

SURF	WTR
PSYCHIC	PSY
HEADBUTT	NRM
DISABLE	NRM

#142 AERODENZA LEV. 51/HP 158



ROCK FLYING

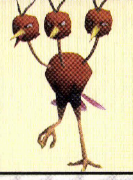
FLY	FLY
HYPER BEAM	NRM
FIRE BLAST	FIR
REFLECT	PSY

#123 SCYTHENZA LEV. 54/HP 156

BUG FLYING

DOUBLE-EDGE	NRM
WING ATTACK	FLY
SWORDS DANCE	NRM
TOXIC	PSN

#85 DODRENZA LEV. 52/HP 141



NORMAL FLYING

DRILL PECK	FLY
TRI ATTACK	NRM
DOUBLE TEAM	NRM
TOXIC	PSN

FINAL
OLD MAN

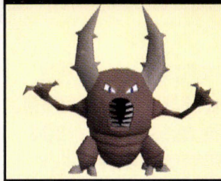
Make no mistake—Dragite is tough, and it's almost guaranteed that the Old Man will put it in his lineup. Dewgong's Aurora Beam is the best weapon you'll have against it. When it knocks Dewgong out, use Starmie's Thunder attack.

#149 DRAGITE LEV. 55/HP 182

DRAGON FLYING

DRAGON RAGE	DRG
HYPER BEAM	NRM
BLIZZARD	ICE
THUNDER	ELC

#127 PINIR LEV. 50/HP 141



BUG

SLASH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG
TOXIC	PSN

#136 FLARON LEV. 50/HP 141

FIRE

FIRE BLAST	FIR
BODY SLAM	NRM
REFLECT	PSY
SAND-ATTACK	NRM

#34 NIKING LEV. 50/HP 157

POISON GROUND

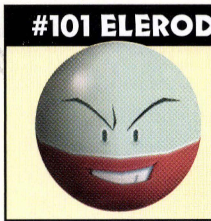
EARTHQUAKE	GRD
THUNDERBOLT	ELC
MEGA PUNCH	NRM
FOCUS ENERGY	NRM

#55 GOLUCK LEV. 50/HP 156

WATER

SURF	WTR
DIG	GRD
STRENGTH	NRM
DISABLE	NRM

#101 ELERODE LEV. 50/HP 136



ELECTRIC

THUNDERBOLT	ELC
EXPLOSION	NRM
HYPER BEAM	NRM
THUNDER WAVE	ELC

MASTER BALL

RECOMMENDED RENTAL TEAM

You'll need to confuse and paralyze your opponents if you want to make it through the Master Ball round. Gengar and Electrode are often most useful when you put them in first. They should give you the upper hand.

#28 SANDSLASH

LEV. 50/HP 151

GROUND

DIG	GRD
SWIFT	NRM
SEISMIC TOSS	FTG
SAND-ATTACK	NRM

#64 KADABRA

LEV. 50/HP 121

PSYCHIC

PSYCHIC	PSY
COUNTER	FTG
RECOVER	NRM
DIG	GRD

#94 GENGAR

LEV. 50/HP 136

GHOST POISON

THUNDERBOLT	ELC
NIGHT SHADE	GHO
HYPNOSIS	PSY
CONFUSE RAY	GHO

#121 STARMIE

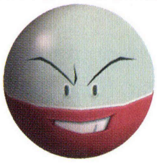
LEV. 50/HP 136

WATER PSYCHIC

SURF	WTR
THUNDER	ELC
SWIFT	NRM
HARDEN	NRM

#101 ELECTRODE

LEV. 50/HP 138



ELECTRIC

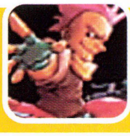
THUNDER	ELC
THUNDER WAVE	ELC
SELF DESTRUCT	NRM
SWIFT	NRM

#144 ARTICUNO

LEV. 50/HP 162

ICE FLYING

ICE BEAM	ICE
SKY ATTACK	FLY
RAZOR WIND	NRM
SUBSTITUTE	NRM



BATTLE 1

BIKER

Kadabra and Starmie should have this battle covered with their Psychic and Thunder attacks. Psychic isn't necessarily a guaranteed KO against the Fighting-types, so be ready for them to retaliate with Dig or Thunderbolt.

#110 ING-WEEZ

LEV. 51/HP 144

POISON

SLUDGE	PSN
THUNDER	ELC
FIRE BLAST	FIR
SMOKESCREEN	NRM

#89 K-MU

LEV. 51/HP 185

POISON

SLUDGE	PSN
MEGA DRAIN	GRS
FIRE BLAST	FIR
MINIMIZE	NRM

#31 QUEEN-NIDO

LEV. 52/HP 173

POISON GROUND

STRENGTH	NRM
SURF	WTR
ROCK SLIDE	RCK
TOXIC	PSN

#68 CHAMP-MA

LEV. 52/HP 173

FIGHTING

SUBMISSION	FTG
SEISMIC TOSS	FTG
DIG	GRD
FOCUS ENERGY	NRM

#57 APE-PRIME

LEV. 51/HP 144

FIGHTING

SUBMISSION	FTG
THUNDERBOLT	ELC
THRASH	NRM
SCREECH	NRM

#62 RATH-POLIW

LEV. 52/HP 173

WATER FIGHTING

HYDRO PUMP	WTR
SUBMISSION	FTG
PSYCHIC	PSY
HYPNOSIS	PSY

BATTLE 2

ROCKER

Rocker often sends Tangleace out first to paralyze opponents. If you use Psychic against it, you may knock the Grass-type out before it can do much damage. Sandshrew is essential, particularly for its Swift attack against Zapace.

#145 ZAPACE

LEV. 50/HP 160

ELECTRIC FLYING

THUNDER	ELC
FLY	FLY
TAKE DOWN	NRM
THUNDER WAVE	ELC

#135 JOLTACE

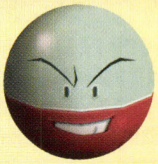
LEV. 53/HP 149

ELECTRIC

THUNDER	ELC
DOUBLE-EDGE	NRM
PIN MISSILE	BUG
THUNDER WAVE	ELC

#101 ELECTRACE

LEV. 54/HP 149



ELECTRIC

THUNDERBOLT	ELC
HYPER BEAM	NRM
SWIFT	NRM
THUNDER WAVE	ELC

#103 EXEGGUTACE

LEV. 50/HP 170

GRASS PSYCHIC

MEGA DRAIN	GRS
EGG BOMB	NRM
LEECH SEED	GRS
STUN SPORE	GRS

#114 TANGELACE

LEV. 51/HP 144

GRASS

MEGA DRAIN	GRS
DOUBLE-EDGE	NRM
GROWTH	NRM
STUN SPORE	GRS

#3 VENUSACE

LEV. 51/HP 159

GRASS POISON

RAZOR LEAF	GRS
BODY SLAM	NRM
GROWTH	NRM
LEECH SEED	GRS

BATTLE 3
JUGGLER

Gengar's array of psychic and ghost attacks may put a scare into this bunch. Use Hypnosis to put opponents to sleep, then let Starmie hit them with Thunderbolt or Surf. Kadabra should also hold its own in the Battle.

#97 HYP-NO LEV. 51/HP 165

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#94 GEN-GAR LEV. 51/HP 139

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#126 MAG-MAR LEV. 50/HP 142

FIRE

METRONOME	NRM
COUNTER	FTG

#68 MA-CHAMP LEV. 54/HP 179

FIGHTING

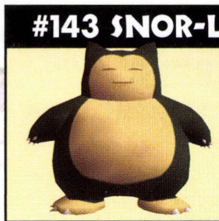
METRONOME	NRM

#124 JYN-X LEV. 50/HP 142

ICE PSYCHIC

METRONOME	NRM
COUNTER	FTG
LOVELY KISS	NRM

#143 SNOR-LAX LEV. 53/HP 250



NORMAL

METRONOME	NRM

BATTLE 4
BEAUTY

Put Starmie out first—the Water-and-Psychic-type has both Thunderbolt for the Water-types and Surf for the Ground- and Rock-types. Gengar's ghost attacks are always effective, and you can use Thunder against Water-types.

#130 GYARADY LEV. 53/HP 181

WATER FLYING

HYDRO PUMP	WTR
HYPER BEAM	NRM
FIRE BLAST	FIR
DOUBLE TEAM	NRM

#73 CRUELDY LEV. 50/HP 157

WATER POISON

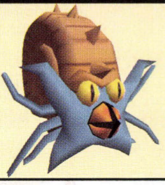
HYDRO PUMP	WTR
ACID	PSN
MEGA DRAIN	GRS
DOUBLE TEAM	NRM

#121 MIEDY LEV. 51/HP 139

WATER PSYCHIC

HYDRO PUMP	WTR
PSYCHIC	PSY
THUNDER	ELC
DOUBLE TEAM	NRM

#139 OMASTADY LEV. 52/HP 152



ROCK WATER

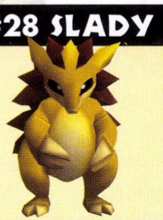
HYDRO PUMP	WTR
ICE BEAM	ICE
SUBMISSION	FTG
DOUBLE TEAM	NRM

#112 RHYDDY LEV. 51/HP 185

GROUND ROCK

DIG	GRD
STOMP	NRM
BLIZZARD	ICE
DOUBLE TEAM	NRM

#28 SLADY LEV. 50/HP 152



GROUND

EARTHQUAKE	GRD
SWIFT	NRM
SEISMIC TOSS	FTG
DOUBLE TEAM	NRM

BATTLE 5
MEDIUM

Medium will probably put Gen-gar out first, and you should do the same. Try Hypnosis or Confuse Ray, either of which should work. Starmie's variable attacks—Surf and Thunder—will work against all of the opponents.

#94 GEN-GAR LEV. 50/HP 137

GHOST POISON

CONFUSE RAY	GHO
PSYCHIC	PSY
THUNDERBOLT	ELC
NIGHT SHADE	GHO

#93 HAUNT-ER LEV. 52/HP 126

GHOST POISON

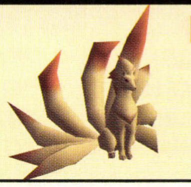
CONFUSE RAY	GHO
PSYCHIC	PSY
NIGHT SHADE	GHO
EXPLOSION	NRM

#91 CLOY-STER LEV. 54/HP 136

WATER ICE

SUPERSONIC	NRM
ICE BEAM	ICE
SURF	WTR
SPIKE CANNON	NRM

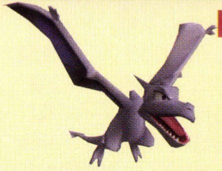
#38 NINE-TALES LEV. 51/HP 152



FIRE

CONFUSE RAY	GHO
FLAMETHROWER	FIR
DIG	GRD
SWIFT	NRM

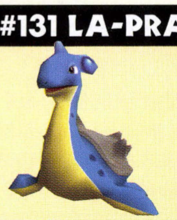
#142 AERO-DACT LEV. 53/HP 165



ROCK FLYING

SUPERSONIC	NRM
FLY	FLY
TAKE DOWN	NRM
FIRE BLAST	FIR

#131 LA-PRAS LEV. 50/HP 207



WATER ICE

CONFUSE RAY	GHO
ICE BEAM	ICE
HYDRO PUMP	WTR
DRAGON RAGE	DRG

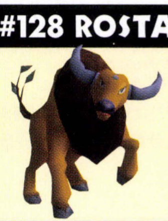
BATTLE 6

TAMER

Gengar's Confuse Ray and Hypnosis attacks may carry you through this battle. Hit these opponents with those attacks before they unleash Hyper Beam against you. If you can dodge that bullet, you'll be able to defeat them.

#128 ROSTAU

LEV. 51/HP 154

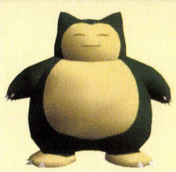


NORMAL

HYPER BEAM	NRM
THUNDER	ELC

#143 LAXSNOR

LEV. 50/HP 235



NORMAL

HYPER BEAM	NRM
ROCK SLIDE	RCK

#78 DASHRAPI

LEV. 52/HP 147

FIRE

HYPER BEAM	NRM
FIRE SPIN	FIR

#115 KHANKANGAS

LEV. 53/HP 192

NORMAL

HYPER BEAM	NRM
SURF	WTR

#59 NINEARCA

LEV. 52/HP 173

FIRE

HYPER BEAM	NRM
DRAGON RAGE	DRG

#134 EONVAPOR

LEV. 50/HP 207

WATER

HYPER BEAM	NRM
AURORA BEAM	WTR

SEMIFINAL

PSYCHIC

Lead with the lightning-quick Electrode, then use Thunder Wave on the Psychic-types or Thunder on the Flying- and Water-types. With some luck, Kadabra and Articuno will be able to finish the battle with Dig and Ice Beam.

#65 ZAMENZA

LEV. 50/HP 132

PSYCHIC

PSYCHIC	PSY
DIG	GRD
SKULL BASH	NRM
DISABLE	NRM

#64 DABRENZA

LEV. 53/HP 123

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
THUNDER WAVE	ELC
REST	PSY

#103 GUTORENZA

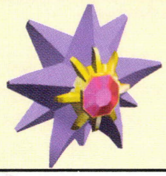
LEV. 50/HP 172

GRASS PSYCHIC

PSYCHIC	PSY
STOMP	NRM
MIMIC	NRM
LEECH SEED	GRS

#121 MIENZA

LEV. 52/HP 142



WATER PSYCHIC

PSYCHIC	PSY
SURF	WTR
HARDEN	NRM
MINIMIZE	NRM

#6 CHARIENZA

LEV. 53/HP 163

FIRE FLYING

FLAMETHROWER	FIR
FLY	FLY
RAGE	NRM
LEER	NRM

#145 ZAPENZA

LEV. 50/HP 165

ELECTRIC FLYING

THUNDERBOLT	ELC
FLY	FLY
SWIFT	NRM
BIDE	NRM

FINAL

OLD MAN

Once again, start with Electrode. Use Thunder Wave on Dragite and Lapas, then keep your fingers crossed. Articuno's Sky Attack and Ice Beam will come in handy, but Kadabra's ability to Recover may pull you through to the end.

#149 DRAGITE

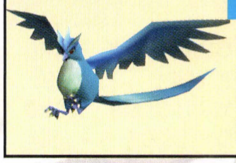
LEV. 55/HP 183

DRAGON FLYING

TAKE DOWN	NRM
SURF	WTR
DRAGON RAGE	DRG
THUNDER WAVE	ELC

#144 ARTUNO

LEV. 50/HP 165



ICE FLYING

BLIZZARD	ICE
SKY ATTACK	FLY
DOUBLE-EDGE	NRM
REFLECT	PSY

#146 MORES

LEV. 50/HP 165

FIRE FLYING

FIRE BLAST	FIR
FLY	FLY
SWIFT	NRM
DOUBLE TEAM	NRM

#135 JOLON

LEV. 50/HP 142

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
QUICK ATTACK	NRM
THUNDER WAVE	ELC

#128 TAS

LEV. 50/HP 152

NORMAL

STRENGTH	NRM
FIRE BLAST	FIR
THUNDER	ELC
BIDE	NRM

#131 LAPAS

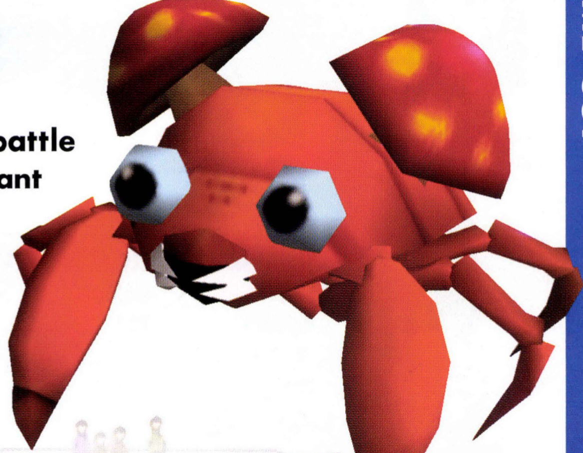
LEV. 55/HP 226

WATER ICE

SURF	WTR
ICE BEAM	ICE
SING	NRM
MIST	ICE

PRIME CUP

All level 100, all the time. This is the roof-shaking, ultimate battle of the most powerful Pokémon. Strategy is still very important in these battles, but the raw might of some attacks can carry you through in a pinch. Do you have what it takes to fight with the heavyweights?

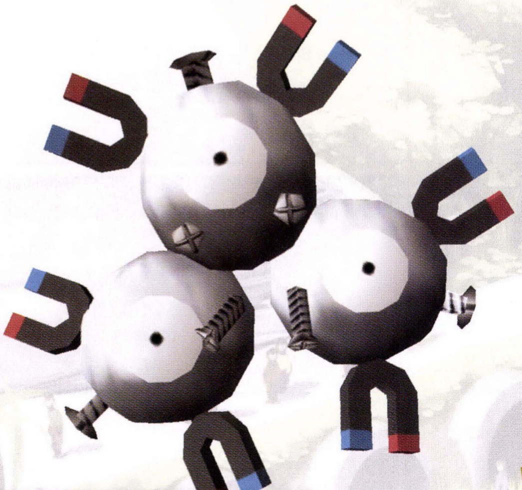


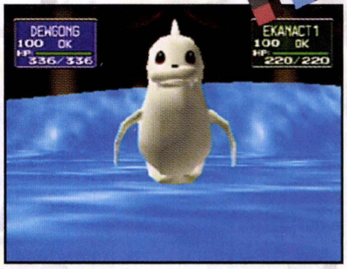
POKé BALL 42

GREAT BALL 45

ULTRA BALL 48

MASTER BALL .. 51




DEWGONG
100 OK
HP: 336/336
EKANACT1
100 OK
HP: 220/220

PIKACHU
100 OK
HP: 242/242
charmander
100 OK
HP: 228/228

It gained armor!

DUGTRIO
100 OK
HP: 219/234
charmander
100 OK
HP: 228/228

ELECTABUZZ
100 PARALYZE
HP: 23/286
GRIMACT3
100 OK
HP: 310/310

KADABRA
100 OK
HP: 215/244
charmander
100 OK
HP: 14/228

MAGMAR
100 OK
HP: 286/286
EKANACT1
100 OK
HP: 10/220

POKé BALL

RECOMMENDED RENTAL TEAM

Teaming up two Electric-types at the expense of variety may not seem like a wise move at first, but you find yourself using both of them a lot on your way to the Poké Ball Final. Poliwhirl's eclectic attacks will also prove useful.

#25 PIKACHU

LEV. 100/HP 242

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SWIFT	NRM
REFLECT	PSY

#100 VOLTORB

LEV. 100/HP 252

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
TAKE DOWN	NRM
REFLECT	PSY

#50 DIGLETT

LEV. 100/HP 192

GROUND

EARTHQUAKE	GRD
FISSURE	GRD
SLASH	NRM
SAND-ATTACK	NRM

#63 ABRA

LEV. 100/HP 222

PSYCHIC

PSYCHIC	PSY
THUNDER WAVE	ELC
DOUBLE TEAM	NRM
BODY SLAM	NRM

#61 POLIWHIRL

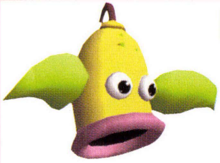
LEV. 100/HP 294

WATER

SURF	WTR
ICE BEAM	ICE
PSYCHIC	PSY
AMNESIA	PSY

#70 WEEPINBELL

LEV. 100/HP 294



GRASS **POISON**

RAZOR LEAF	GRS
MEGA DRAIN	GRS
GROWTH	NRM
STUN SPORE	GRS

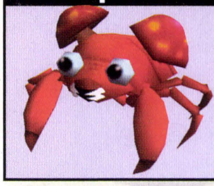
BATTLE 1

CUEBALL

On paper, your team doesn't stack up very well against Cueball's Bug-types. Then again, the bugs don't fight particularly well. Hit them with Electric-type attacks. Poliwhirl can extinguish Fire-types with surf.

#46 paras

LEV. 100/HP 220



BUG **GRASS**

LEECH LIFE	BUG
STUN SPORE	GRS
GROWTH	NRM
SCRATCH	NRM

#10 caterpie

LEV. 100/HP 240

BUG

TACKLE	NRM
STRING SHOT	BUG

#13 weedle

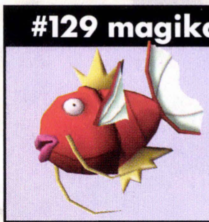
LEV. 100/HP 230

POISON **BUG**

POISON STING	PSN
STRING SHOT	BUG

#129 magikarp

LEV. 100/HP 190

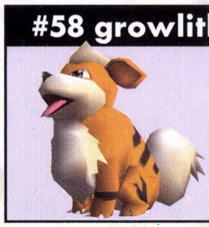


WATER

SPLASH	NRM
TACKLE	NRM

#58 growlithe

LEV. 100/HP 260

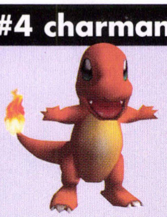


FIRE

EMBER	FIR
LEER	NRM
BITE	NRM
AGILITY	PSY

#4 charmander

LEV. 100/HP 228



FIRE

EMBER	FIR
SCRATCH	NRM
LEER	NRM
RAGE	NRM

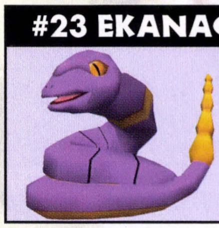
BATTLE 2

ROCKET

Rocket's three Poison-types mean you'll need to put Abra right in front for its Psychic attack. If Drowzee appears, take it down with Thunder Wave and Thunderbolt before all of your Pokémon fall asleep.

#23 EKANACT1

LEV. 100/HP 220



POISON

GLARE	NRM
WRAP	NRM
BITE	NRM
LEER	NRM

#96 DROWZACT2

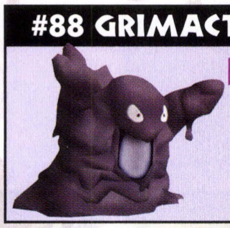
LEV. 100/HP 270

PSYCHIC

HYPNOSIS	PSY
CONFUSION	PSY
DISABLE	NRM
POUND	NRM

#88 GRIMACT3

LEV. 100/HP 310



POISON

SLUDGE	PSN
POUND	NRM
SCREECH	NRM
ACID ARMOR	PSN

#60 POLIACT4

LEV. 100/HP 230

WATER

BUBBLE	WTR
DOUBLESLAP	NRM
HYPNOSIS	PSY
AMNESIA	PSY

#138 OMANACT5

LEV. 100/HP 220

ROCK **WATER**

WATER GUN	WTR
WITHDRAW	WTR
SPIKE CANNON	NRM
LEER	NRM

#29 NIDOACT6

LEV. 100/HP 260

POISON

DOUBLE KICK	FTG
TACKLE	NRM
POISON STING	PSN
TAIL WHIP	NRM

BATTLE 3

JUDOBOY

Abra, Poliwhirl and Diglett are the best combination against this group, but Abra can probably handle them all. Put out the Psychic-type first and keep using its Psychic attack. If a Rock- or Ground-type comes out, use Surf.

#56 MANK

LEV. 100/HP 228

FIGHTING

FOCUS ENERGY	NRM
LOW KICK	FTG
FURY SWIPES	NRM
ROCK SLIDE	RCK

#66 CHOP

LEV. 100/HP 288

FIGHTING

FOCUS ENERGY	NRM
LOW KICK	FTG
KARATE CHOP	NRM

#140 KAB

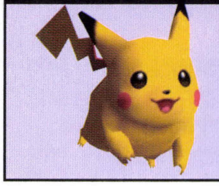
LEV. 100/HP 210

ROCK WATER

BUBBLEBEAM	WTR
SLASH	NRM

#25 PIKANG

LEV. 100/HP 220

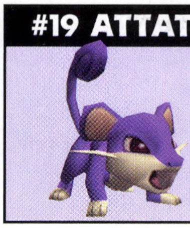


ELECTRIC

THUNDERBOLT	ELC
QUICK ATTACK	NRM
SLAM	NRM

#19 ATTATA

LEV. 100/HP 208



NORMAL

FOCUS ENERGY	NRM
QUICK ATTACK	NRM
SWIFT	NRM
BUBBLEBEAM	WTR

#104 CUBON

LEV. 100/HP 248

GROUND

FOCUS ENERGY	NRM
BONE CLUB	GRD
HEADBUTT	NRM

BATTLE 4

GAMBLER

Poliwhirl and your two Electric-types should handle Gambler's crew, but try to stay one step ahead of him. He won't gamble on vulnerable Ground-types when you bring out Poliwhirl. Hit Water-type replacements with Ice Beam.

#74 DUGEO

LEV. 100/HP 230

ROCK GROUND

METRONOME	NRM
FISSURE	GRD

#126 MARMAG

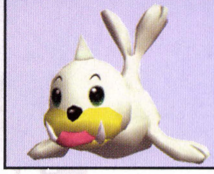
LEV. 100/HP 280

FIRE

METRONOME	NRM
MIMIC	NRM

#86 ELSE

LEV. 100/HP 280

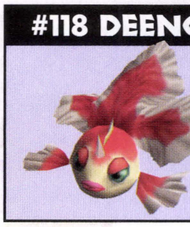


WATER

HORN DRILL	NRM
BUBBLEBEAM	WTR

#118 DEENGOL

LEV. 100/HP 240

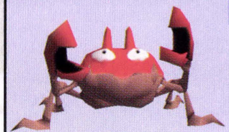


WATER

HORN DRILL	NRM
AGILITY	PSY
BUBBLEBEAM	WTR

#98 BYKRAB

LEV. 100/HP 210



WATER

GUILLOTINE	NRM
BUBBLE	WTR

#32 RANNIDO ♂

LEV. 100/HP 242

POISON

HORN DRILL	NRM
BODY SLAM	NRM
POISON STING	PSN

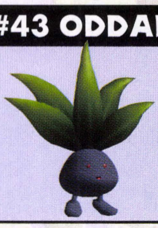
BATTLE 5

COOL ♀

Once again, Poliwhirl and the Electric-types are your best bet. Poliwhirl's Ice Beam should put the Grass-types in cold storage, but the odds are you'll need the Electric-types more against the three potential Water-type enemies.

#43 ODDANCE

LEV. 100/HP 242



GRASS POISON

ACID	PSN
PETAL DANCE	GRS
SLEEP POWDER	GRS
CUT	NRM

#1 BULBANCE

LEV. 100/HP 242

GRASS POISON

MEGA DRAIN	GRS
SOLARBEAM	GRS
GROWTH	NRM
POISONPOWDER	PSN

#7 SQUIRTANCE

LEV. 100/HP 240

WATER

WATER GUN	WTR
BITE	NRM
WITHDRAW	WTR
TAIL WHIP	NRM

#54 PSYDANCE

LEV. 100/HP 252

WATER

SCRATCH	NRM
CONFUSION	PSY
TAIL WHIP	NRM
BUBBLEBEAM	WTR

#116 HORSANCE

LEV. 100/HP 212

WATER

WATER GUN	WTR
AGILITY	PSY
SMOKESCREEN	NRM
SWIFT	NRM

#133 EEVANCE

LEV. 100/HP 262

NORMAL

QUICK ATTACK	NRM
SAND-ATTACK	NRM
GROWL	NRM
FOCUS ENERGY	NRM

BATTLE 6

BIRDBOY

Abra and the two Electric-types will get you through this battle in style. Thunderbolt attacks will shock flying opponents out of the sky and cause damage against the other types. Use Psychic on Zubash if it gives you trouble.

#63 ABRASH

LEV. 100/HP 202

PSYCHIC

TELEPORT	PSY
PSYWAVE	PSY
THUNDER WAVE	ELC

#41 ZUBASH

LEV. 100/HP 232

POISON FLYING

SUPERSONIC	NRM
BITE	NRM
MEGA DRAIN	GRS

#16 PIDGASH

LEV. 100/HP 232

NORMAL FLYING

SAND-ATTACK	NRM
WING ATTACK	FLY
GUST	NRM

#21 SPEARASH

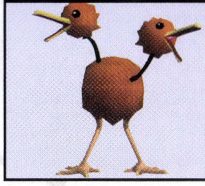
LEV. 100/HP 232

NORMAL FLYING

DRILL PECK	FLY
FURY ATTACK	NRM
AGILITY	PSY

#84 DUODASH

LEV. 100/HP 222



NORMAL FLYING

FLY	FLY
FURY ATTACK	NRM
GROWL	NRM

#92 GASTASH

LEV. 100/HP 212

GHOST POISON

CONFUSE RAY	GHO
LICK	GHO
HYPNOSIS	PSY
DREAM EATER	PSY

SEMIFINAL

LAB MAN

Use Poliwhirl's Ice Beam against the Grass-types and Surf on Pix-Vul. Pull Diglett out of the action if the Grass-types appear, but you'll need the Ground-type's Fissure and Earthquake attacks against Tini-Dra.

#90 DER-SHELL

LEV. 100/HP 210

WATER

CLAMP	WTR
TOXIC	PSN
BUBBLEBEAM	WTR

#37 PIX-VUL

LEV. 100/HP 226

FIRE

FIRE SPIN	FIR
TOXIC	PSN
BODY SLAM	NRM

#114 GELA-TAN

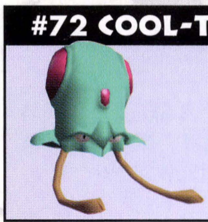
LEV. 100/HP 280

GRASS

STUN SPORE	GRS
BIND	NRM
MEGA DRAIN	GRS

#72 COOL-TENTA

LEV. 100/HP 230

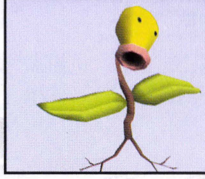


WATER POISON

WRAP	NRM
TOXIC	PSN
ACID	PSN

#69 SPROUT-BEL

LEV. 100/HP 250



GRASS POISON

WRAP	NRM
TOXIC	PSN
RAZOR LEAF	GRS

#147 TINI-DRA

LEV. 100/HP 232

DRAGON

WRAP	NRM
THUNDERBOLT	ELC
THUNDER WAVE	ELC

FINAL

COOL ♂

Diglett, Poliwhirl and one of the two Electric-types will provide you with a wide range of attacks to use against a wide range of opponents. Lickistor's Stomp attack can be devastating, so zap it with Thunder Wave to slow it down.

#136 FLARESTOR

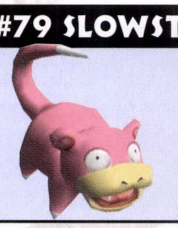
LEV. 100/HP 282

FIRE

SAND-ATTACK	NRM
BITE	NRM
FIRE SPIN	FIR
QUICK ATTACK	NRM

#79 SLOWSTOR

LEV. 100/HP 332



WATER PSYCHIC

CONFUSION	PSY
BUBBLEBEAM	WTR
DISABLE	NRM
STRENGTH	NRM

#50 DIGSTOR

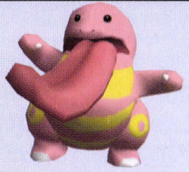
LEV. 100/HP 172

GROUND

DIG	GRD
SAND-ATTACK	NRM
CUT	NRM
ROCK SLIDE	RCK

#108 LICKISTOR

LEV. 100/HP 332

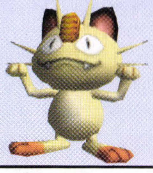


NORMAL

SUPERSONIC	NRM
STOMP	NRM
DISABLE	NRM
SCREECH	NRM

#52 MEOWSTOR

LEV. 100/HP 232



NORMAL

PAY DAY	NRM
FURY SWIPES	NRM
SCREECH	NRM
GROWL	NRM

#81 MAGNESTOR

LEV. 100/HP 202

ELECTRIC

THUNDER WAVE	ELC
SUPERSONIC	NRM
THUNDERSHOCK	ELC
SWIFT	NRM

GREAT BALL

RECOMMENDED RENTAL TEAM

Pikachu is back again, but Electabuzz is its shocking new comrade. The presence of Magmar adds a wide variety of attacks to your arsenal—especially its useful Fire Punch. Dugtrio's Dig attack also is handy.

#125 ELECTABUZZ

LEV. 100/HP 286

ELECTRIC

THUNDERPUNCH	ELC
THUNDER WAVE	ELC
METRONOME	NRM
REFLECT	PSY

#25 PIKACHU

LEV. 100/HP 242

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SWIFT	NRM
REFLECT	PSY

#64 KADABRA

LEV. 100/HP 244

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
DIG	GRD

#126 MAGMAR

LEV. 100/HP 286

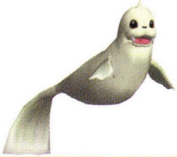
FIRE

FIRE PUNCH	FIR
MEGA PUNCH	NRM
CONFUSE RAY	GHO
PSYCHIC	PSY

#87 DEWGONG

LEV. 100/HP 336

WATER ICE



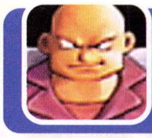
AURORA BEAM	ICE
SURF	WTR
HEADBUTT	NRM
HORN DRILL	NRM

#51 DUGTRIO

LEV. 100/HP 234

GROUND

DIG	GRD
ROCK SLIDE	RCK
GROWL	NRM
SAND-ATTACK	NRM



BATTLE 1

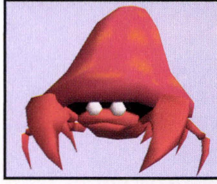
CUEBALL

If you start off with Dewgong, you shouldn't have trouble beating anything this Trainer throws at you. Surf will extinguish Charmeleon, and Aurora Beam should take care of everything else. Stack the deck with Magmar.

#47 parasect

LEV. 100/HP 270

BUG GRASS



SPORE	GRS
MEGA DRAIN	GRS
SLASH	NRM
GROWTH	NRM

#11 metapod

LEV. 100/HP 250

BUG

HARDEN	NRM

#14 kakuna

LEV. 100/HP 240

BUG POISON

STRING SHOT	BUG
POISON STING	PSN

#5 charmeleon

LEV. 100/HP 266

FIRE

FLAMETHROWER	FIR
CUT	NRM
GROWL	NRM
LEER	NRM

#39 jigglypuff

LEV. 100/HP 380

NORMAL

SING	NRM
DEFENSE CURL	NRM
DOUBLESLAP	NRM
BODY SLAM	NRM

#48 venonat

LEV. 100/HP 270

BUG POISON

PSYCHIC	PSY
LEECH LIFE	BUG
STUN SPORE	GRS
SUPERSONIC	NRM

BATTLE 2

ROCKET

Kadabra is your ace in the hole when going up against this poisonous crew. The odds are a Poison-type will be in the mix, so use the powerful Psychic attack. Have Pikachu around for its Thunderbolt attack.

#97 HYPNOACT1

LEV. 100/HP 320

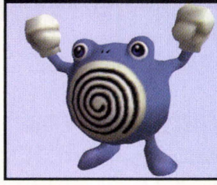
PSYCHIC

HYPNOSIS	PSY
DISABLE	NRM
CONFUSION	PSY
HEADBUTT	NRM

#61 POLIACT2

LEV. 100/HP 268

WATER



BUBBLEBEAM	WTR
HYPNOSIS	PSY
AMNESIA	PSY
DOUBLESLAP	NRM

#27 SANDACT3

LEV.100/HP250

GROUND

SAND-ATTACK	NRM
SLASH	NRM
POISON STING	PSN
FURY SWIPES	NRM

#109 KOFFACT4

LEV. 100/HP 230

POISON

SLUDGE	PSN
SMOKESCREEN	NRM
TACKLE	NRM
SELF DESTRUCT	NRM

#30 NIDOACT5

LEV. 100/HP 290

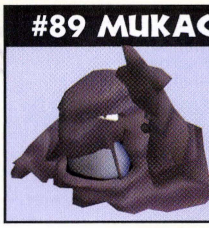
POISON

DOUBLE KICK	FTG
BODY SLAM	NRM
TAIL WHIP	NRM
FURY SWIPES	NRM

#89 MUKACT6

LEV. 100/HP 360

POISON



SLUDGE	PSN
ACID ARMOR	PSN
SCREECH	NRM
POUND	NRM

BATTLE 3
JUDOBOY

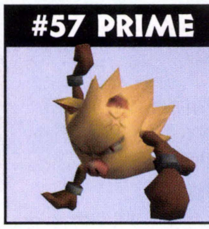
Once again, Kadabra may be the key to an easy victory. The odds are there will be at least one Fighting-type in the battle, and the Psychic attack should make quick work of it. Dugtrio's Dig attack is crucial for beating Volt and Rai.

#100 VOLT
LEV. 100/HP 224

ELECTRIC

TAKE DOWN	NRM
THUNDERBOLT	ELC

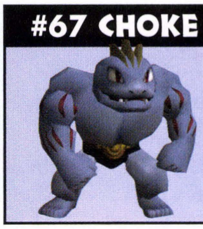
#57 PRIME
LEV. 100/HP 274



FIGHTING

FOCUS ENERGY	NRM
LOW KICK	FTG
RAGE	NRM
THUNDERBOLT	ELC

#67 CHOKE
LEV. 100/HP 304



FIGHTING

FOCUS ENERGY	NRM
LOW KICK	FTG
TAKE DOWN	NRM
ROCK SLIDE	RCK

#26 RAI
LEV. 100/HP 264

ELECTRIC

SUBMISSION	FTG
THUNDERBOLT	ELC

#106 HITLEE
LEV. 100/HP 244

FIGHTING

FOCUS ENERGY	NRM
ROLLING KICK	FTG
JUMP KICK	FTG
HI JUMP KICK	FTG

#105 WAK
LEV. 100/HP 264

GROUND

FOCUS ENERGY	NRM
BONEMERANG	GRD
THRASH	NRM

BATTLE 4
GAMBLER

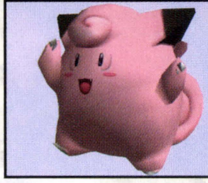
Kadabra is important in this battle—is this starting to sound like a broken record? Its Psychic attack offense is its best defense against Lergrave and Rinonido, and it can hold its own against the rest. Dewgong's Surf attack will stop Tapony.

#75 LERGRAVE
LEV. 100/HP 254

ROCK **GROUND**

FISSURE	GRD
METRONOME	NRM

#35 FAIRYCLEF
LEV. 100/HP 284



NORMAL

METRONOME	NRM

#77 TAPONY
LEV. 100/HP 244

FIRE

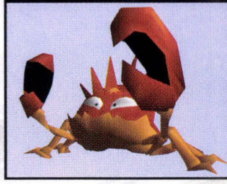
EMBER	FIR
HORN DRILL	NRM
BODY SLAM	NRM

#119 KINGSEA
LEV. 100/HP 304

WATER

BUBBLEBEAM	WTR
HORN DRILL	NRM
AGILITY	PSY

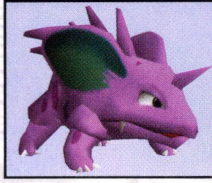
#99 GLERKIN
LEV. 100/HP 254



WATER

GUILLOTINE	NRM
BUBBLEBEAM	WTR

#33 RINONIDO
LEV. 100/HP 266



POISON

HORN DRILL	NRM
BUBBLEBEAM	WTR
BODY SLAM	NRM

BATTLE 5
COOL ♀

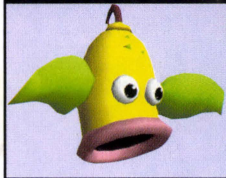
Sandwich Magmar between your two Electric-types in the batting order. Fire Punch will tear up the Grass-types, allowing Electabuzz and Pikachu to Thunderbolt or Thunderpunch potential Water-type opponents.

#44 GLOOMANCE
LEV. 100/HP 264

GRASS **POISON**

PETAL DANCE	GRS
ACID	PSN
STUN SPORE	GRS
CUT	NRM

#70 WEEPANCE
LEV. 100/HP 274



GRASS **POISON**

RAZOR LEAF	GRS
ACID	PSN
GROWTH	NRM
WRAP	NRM

#2 IVANCE
LEV. 100/HP 264

GRASS **POISON**

GROWTH	NRM
SLEEP POWDER	GRS
SOLARBEAM	GRS
CUT	NRM

#55 GOLDANCE
LEV. 100/HP 298

WATER

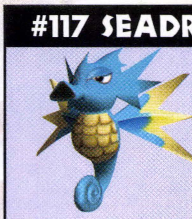
BUBBLEBEAM	WTR
CONFUSION	PSY
FURY SWIPES	NRM
DISABLE	NRM

#8 WARTANCE
LEV. 100/HP 256

WATER

SURF	WTR
WITHDRAW	WTR
SKULL BASH	NRM
TAIL WHIP	NRM

#117 SEADRANCE
LEV. 100/HP 248



WATER

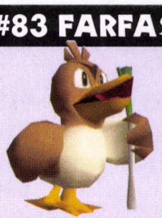
WATER GUN	WTR
SMOKESCREEN	NRM
AGILITY	PSY
SWIFT	NRM

BATTLE 6

BIRDBOY

Magmar and Pikachu should excel against this combination. Try to start with the versatile Magmar, who can stop Hauntash with Confuse Ray. Remove the Fire-type quickly if Gyaradash, with its brutal Surf attack, appears.

#83 FARFASH LEV. 100/HP 242



NORMAL FLYING

FURY ATTACK	NRM
SWORDS DANCE	NRM
AGILITY	PSY
SLASH	NRM

#130 GYARADASH LEV. 100/HP 320

WATER FLYING

DRAGON RAGE	DRG
SURF	WTR
STRENGTH	NRM
REFLECT	PSY

#17 PIDGEOTASH LEV. 100/HP 264

NORMAL FLYING

DOUBLE-EDGE	NRM
SAND-ATTACK	NRM
AGILITY	PSY
FLY	FLY

#22 FEARASH LEV. 100/HP 268

NORMAL FLYING

DRILL PECK	FLY
MIRROR MOVE	FLY
RAZOR WIND	NRM
AGILITY	PSY

#15 BEEDRASH LEV. 100/HP 268

BUG POISON

TWINEEDLE	BUG
AGILITY	PSY
TAKE DOWN	NRM
DOUBLE TEAM	NRM

#93 HAUNTASH LEV. 100/HP 228

GHOST POISON

LICK	GHO
CONFUSE RAY	GHO
NIGHT SHADE	GHO
THUNDERBOLT	ELC

SEMIFINAL

LAB MAN

Magmar's Fire Punch will pummel the two Grass-types in the Lab Man's lineup, then your Electric-types will handle the rest of them. These enemies will use Recover to stay in the battle, so use Thunder Wave to paralyze them.

#120 YU-STAR LEV. 100/HP 208

WATER

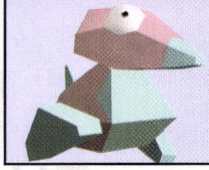
RECOVER	NRM
REFLECT	PSY
SWIFT	NRM
WATER GUN	WTR

#64 ABRA-KAD LEV. 100/HP 228

PSYCHIC

RECOVER	NRM
REFLECT	PSY
CONFUSION	PSY
MEGA PUNCH	NRM

#137 GON-PORY LEV. 100/HP 278



NORMAL

RECOVER	NRM
PSYBEAM	PSY
CONVERSION	NRM
TACKLE	NRM

#113 SEY-CHAN LEV. 100/HP 648

NORMAL

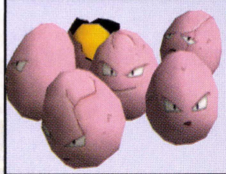
SOFTBOILED	NRM
BUBBLEBEAM	WTR
REFLECT	PSY
DOUBLESLAP	NRM

#3 SAUR-VENUS LEV. 100/HP 300

GRASS POISON

LEECH SEED	GRS
MEGA DRAIN	GRS
SUBSTITUTE	NRM
CUT	NRM

#102 CUTE-EXEGG LEV. 100/HP 268



GRASS PSYCHIC

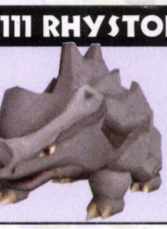
LEECH SEED	GRS
TOXIC	PSN
SOLARBEAM	GRS
BARRAGE	NRM

FINAL

COOL ♂

Dewgong's Surf attack is essential for dealing with Rhystor and Moltrestor. Use Electabuzz's Thunder Punch against Cloystor and Dugtrio's Dig against Tonstor. If all else fails, Aurora Beam is a good option.

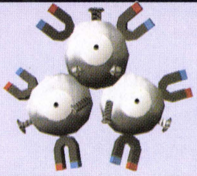
#111 RHYSTOR LEV. 100/HP 298



GROUND ROCK

HORN ATTACK	NRM
HORN DRILL	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

#82 TONSTOR LEV. 100/HP 238



ELECTRIC

THUNDER WAVE	ELC
SCREECH	NRM
SWIFT	NRM
THUNDERBOLT	ELC

#146 MOLTRESTOR LEV. 100/HP 290

FIRE FLYING

SKY ATTACK	FLY
FIRE BLAST	FIR
DOUBLE TEAM	NRM
AGILITY	PSY

#91 CLOYSTOR LEV. 100/HP 234

WATER ICE

SURF	WTR
AURORA BEAM	ICE
SUPERSONIC	NRM
WITHDRAW	WTR

#148 NAIRSTOR LEV. 100/HP 260

DRAGON

DRAGON RAGE	DRG
AGILITY	PSY
ICE BEAM	ICE
SLAM	NRM

#115 KANGASTOR LEV. 100/HP 348

NORMAL

DIZZY PUNCH	NRM
SUBSTITUTE	NRM
EARTHQUAKE	GRD
TOXIC	PSN

ULTRA BALL

RECOMMENDED RENTAL TEAM

Dewgong makes a much needed return appearance—there are many fires to put out and Rock-types to erode with the Surf attack. Charizard's Fire Spin is helpful, but Electrode's Thunder and Thunder Wave are invaluable.

#6 CHARIZARD

LEV. 100/HP 306

FIRE FLYING

FIRE BLAST	FIR
FLY	FLY
FIRE SPIN	FIR
SWORDS DANCE	NRM

#51 DUGTRIO

LEV. 100/HP 234

GROUND

DIG	GRD
ROCK SLIDE	RCK
GROWL	NRM
SAND-ATTACK	NRM

#64 KADABRA

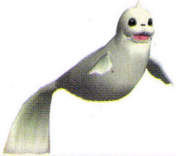
LEV. 100/HP 244

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
DIG	GRD

#87 DEWGONG

LEV. 100/HP 336

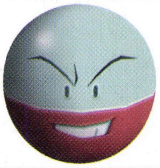


WATER ICE

AURORA BEAM	ICE
SURF	WTR
HEADBUTT	NRM
HORN DRILL	NRM

#101 ELECTRODE

LEV. 100/HP 276



ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#94 GENGAR

LEV. 100/HP 270

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM
NIGHT SHADE	GHO

BATTLE 1

CUEBALL

Dewgong and Charizard are naturals against the Fire- and Bug-types. Round your team out with just about any other Pokémon. You won't need them. What Dewgong can't defeat with Surf, Aurora Beam will handle.

#122 mr. mime

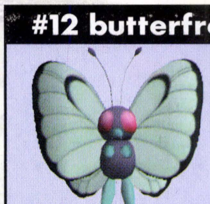
LEV. 100/HP 224

PSYCHIC

CONFUSION	PSY
BARRIER	PSY
LIGHT SCREEN	PSY
DOUBLESLAP	NRM

#12 butterfree

LEV. 100/HP 264



BUG FLYING

SWIFT	NRM
SLEEP POWDER	GRS
PSYBEAM	PSY
STRING SHOT	BUG

#59 arcanine

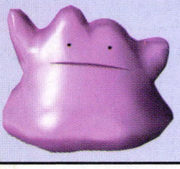
LEV. 100/HP 324

FIRE

EMBER	FIR
TAKE DOWN	NRM
AGILITY	PSY
DIG	GRD

#132 ditto

LEV. 100/HP 260



NORMAL

TRANSFORM	NRM

#40 wigglytuff

LEV. 100/HP 424

NORMAL

SING	NRM
DISABLE	NRM
THUNDER WAVE	ELC
MEGA PUNCH	NRM

#49 venomoth

LEV. 100/HP 284

BUG POISON

CONFUSION	PSY
LEECH LIFE	BUG
DISABLE	NRM
STUN SPORE	GRS

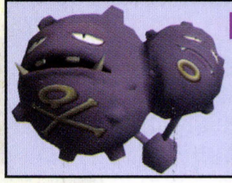
BATTLE 2

ROCKET

Dugtrio, Dewgong and Kadabra will do you proud against this assortment of Poison-, Rock- and Ground-types. Put Dugtrio out first—its Dig and Rock Slide will conquer most enemies. Kadabra's Psychic attack will do the rest.

#110 WEEZACT1

LEV. 100/HP 274



POISON

SLUDGE	PSN
THUNDER	ELC
FIRE BLAST	FIR
SMOKESCREEN	NRM

#31 NIDOACT2

LEV. 100/HP 324

POISON GROUND

BITE	NRM
ROCK SLIDE	RCK
TOXIC	PSN
THUNDERBOLT	ELC

#24 ARBACT3

LEV. 100/HP 264

POISON

GLARE	NRM
SCREECH	NRM
BITE	NRM
FISSURE	GRD

#95 ONIXACT4

LEV. 100/HP 214

ROCK GROUND

BIND	NRM
SLAM	NRM
ROCK SLIDE	RCK
EARTHQUAKE	GRD

#28 SLASHACT5

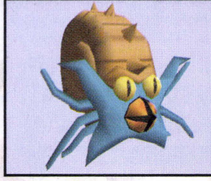
LEV. 100/HP 294

GROUND

SAND-ATTACK	NRM
DIG	GRD
SWORDS DANCE	NRM
CUT	NRM

#139 OMASACT6

LEV. 100/HP 284



ROCK WATER

SPIKE CANNON	NRM
HYDRO PUMP	WTR
WITHDRAW	WTR
SUBMISSION	FTG

BATTLE 3
JUDOBOY

Start with Kadabra so you may not even have to go to a second Pokémon. The Psychic attack will level most of the opposing Pokémon. Keep Electrode's Thunder attack ready to stop Wrath in its tracks.

#107 HITCHAN
LEV. 100/HP 252

FIGHTING

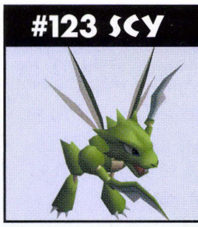
COMET PUNCH	NRM
FIRE PUNCH	FIR
THUNDERPUNCH	ELC
ICE PUNCH	ICE

#68 CHAMP
LEV. 100/HP 332

FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
TAKE DOWN	NRM
ROCK SLIDE	RCK

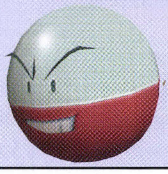
#123 SCY
LEV. 100/HP 292



BUG FLYING

FOCUS ENERGY	NRM
HYPER BEAM	NRM
DOUBLE-EDGE	NRM
WING ATTACK	FLY

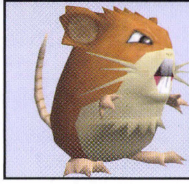
#101 RODE
LEV. 100/HP 272



ELECTRIC

THUNDER	ELC
TAKE DOWN	NRM
THUNDERBOLT	ELC

#20 CATE
LEV. 100/HP 262



NORMAL

FOCUS ENERGY	NRM
HYPER FANG	NRM
TAKE DOWN	NRM
BUBBLEBEAM	WTR

#62 WRATH
LEV. 100/HP 332

WATER FIGHTING

SUBMISSION	FTG
HYDRO PUMP	WTR

BATTLE 4
GAMBLER

Dewgong and Electrode should put the odds in your favor when you fight Gambler. Surf will defeat Lemgo and Pidashra. Electrode's Thunder is devastating against Gongdew. Kadabra's Psychic attack is a good backup.

#76 LEMGO
LEV. 100/HP 304

ROCK GROUND

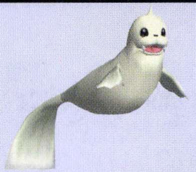
FISSURE	GRD
METRONOME	NRM

#36 FABLECLE
LEV. 100/HP 334

NORMAL

METRONOME	NRM
THUNDER WAVE	ELC

#87 GONGDEW
LEV. 100/HP 318



WATER ICE

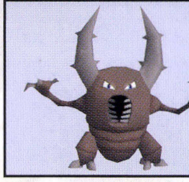
HORN DRILL	NRM
BUBBLEBEAM	WTR

#78 PIDASHRA
LEV. 100/HP 268

FIRE

HORN DRILL	NRM
AGILITY	PSY
BODY SLAM	NRM
EMBER	FIR

#127 SIRPIN
LEV. 100/HP 274



BUG

GUILLOTINE	NRM
MIMIC	NRM
BODY SLAM	NRM
SUBMISSION	FTG

#34 KINGNIDO
LEV. 100/HP 300

POISON GROUND

HORN DRILL	NRM
FISSURE	GRD
BODY SLAM	NRM
BUBBLEBEAM	WTR

BATTLE 5
COOL ♀

Order is important. Electrode is the natural choice against water and is the least vulnerable, so the Electric-type might be a good first choice. Keep Charizard's Fire Blast and Dewgong's Surf ready for the Grass-types and Rhydance, respectively.

#45 VILEPLANCE
LEV. 100/HP 294

GRASS POISON

MEGA DRAIN	GRS
PETAL DANCE	GRS
TOXIC	PSN
HYPER BEAM	NRM

#71 VICTRANCE
LEV. 100/HP 312

GRASS POISON

GROWTH	NRM
MEGA DRAIN	GRS
RAZOR LEAF	GRS
SLEEP POWDER	GRS

#112 RHYDANCE
LEV. 100/HP 354

GROUND ROCK

DIG	GRD
THUNDER	ELC
ROCK SLIDE	RCK
SURF	WTR

#73 TENTCRANCE
LEV. 100/HP 298

WATER POISON

SURF	WTR
BARRIER	PSY
TOXIC	PSN
ACID	PSN

#9 BLASTANCE
LEV. 100/HP 302

WATER

HYDRO PUMP	WTR
EARTHQUAKE	GRD
SEISMIC TOSS	FTG
MEGA KICK	NRM

#131 LAPRANCE
LEV. 100/HP 400

WATER ICE

ICE BEAM	ICE
SURF	WTR
MIST	ICE
BODY SLAM	NRM

BATTLE 6

BIRDBOY

Birdboy's airborne attacks are best thwarted by a combination of Electric-, Water- and Ghost-type attacks. If you alternate Electrode's Thunder and Thunder Wave attacks carefully, they may take you through the battle.

#85 DUODASH

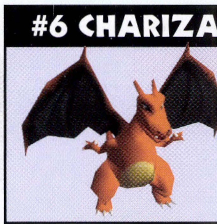
LEV .100/HP 268

NORMAL FLYING

TRI ATTACK	NRM
AGILITY	PSY
DRILL PECK	FLY
FURY ATTACK	NRM

#6 CHARIZASH

LEV. 100/HP 300

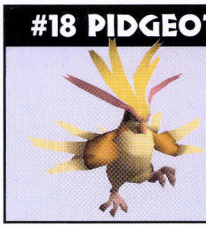


FIRE FLYING

FIRE BLAST	FIR
SWORDS DANCE	NRM
DIG	GRD
FLY	FLY

#18 PIDGEOTASH

LEV. 100/HP 316

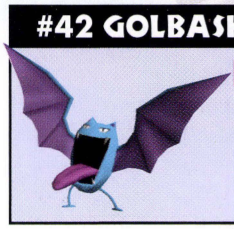


NORMAL FLYING

FLY	FLY
MIRROR MOVE	FLY
DOUBLE-EDGE	NRM
SAND-ATTACK	NRM

#42 GOLBASH

LEV. 100/HP 302

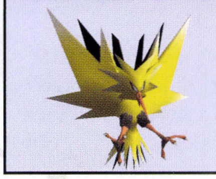


POISON FLYING

CONFUSE RAY	GHO
MEGA DRAIN	GRS
HAZE	ICE
DOUBLE-EDGE	NRM

#145 ZAPDASH

LEV. 100/HP 310

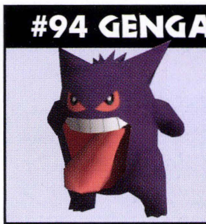


ELECTRIC FLYING

THUNDERBOLT	ELC
SKY ATTACK	FLY
FLASH	NRM
LIGHT SCREEN	PSY

#94 GENGASH

LEV. 100/HP 264



GHOST POISON

NIGHT SHADE	GHO
CONFUSE RAY	GHO
PSYCHIC	PSY
HYPNOSIS	PSY

SEMIFINAL

LAB MAN

Lab Man won't make many mistakes in this battle, so you should try to make zero mistakes. Charizard's Fire Spin can finish the final opponent easily, if it isn't Poreon-Va. Fall back on Electrode's Thunder attack in a pinch.

#125 BUZ-ELECTA

LEV. 100/HP 274

ELECTRIC

DOUBLE TEAM	NRM
THUNDERPUNCH	ELC
LIGHT SCREEN	PSY
REFLECT	PSY

#134 POREON-VA

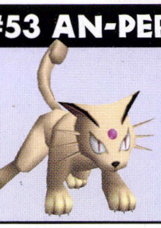
LEV. 100/HP 404

WATER

DOUBLE TEAM	NRM
TOXIC	PSN
MIST	ICE
BUBBLEBEAM	WTR

#53 AN-PERSI

LEV. 100/HP 274



NORMAL

DOUBLE TEAM	NRM
SCREECH	NRM
TOXIC	PSN
SLASH	NRM

#51 TRIO-DUG

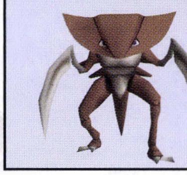
LEV. 100/HP 220

GROUND

DOUBLE TEAM	NRM
SAND-ATTACK	NRM
TOXIC	PSN
DIG	GRD

#141 TOPS-KABU

LEV. 100/HP 264

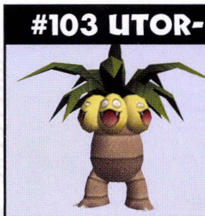


ROCK WATER

DOUBLE TEAM	NRM
TOXIC	PSN
REFLECT	PSY
BUBBLEBEAM	WTR

#103 UTOR-EXEGG

LEV. 100/HP 334



GRASS PSYCHIC

DOUBLE TEAM	NRM
LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS

FINAL

COOL ♂

The tough, varied Pokémon in this final battle demand a versatile team. Gengar is not particularly vulnerable, and its Hypnosis attack can bring Dactylstor and Nitestor to their knees. Dugtrio's Dig will get you past Joltstor and Talestor.

#135 JOLTESTOR

LEV. 100/HP 272

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SAND-ATTACK	NRM
SWIFT	NRM

#38 TALESTOR

LEV. 100/HP 298

FIRE

CONFUSE RAY	GHO
DIG	GRD
BODY SLAM	NRM
FLAMETHROWER	FIR

#80 BROSTOR

LEV. 100/HP 332

WATER PSYCHIC

SURF	WTR
THUNDER WAVE	ELC
PSYCHIC	PSY
DISABLE	NRM

#149 NITESTOR

LEV. 100/HP 320

DRAGON FLYING

THUNDER WAVE	ELC
BLIZZARD	ICE
FIRE BLAST	FIR
HYPER BEAM	NRM

#142 DACTYLSTOR

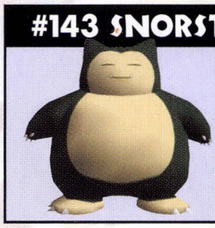
LEV. 100/HP 304

ROCK FLYING

TAKE DOWN	NRM
FLY	FLY
DOUBLE TEAM	NRM
HYPER BEAM	NRM

#143 SNORSTOR

LEV. 100/HP 464



NORMAL

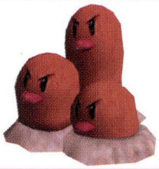
REST	PSY
FIRE BLAST	FIR
DOUBLE-EDGE	NRM
THUNDER	ELC

MASTER BALL

RECOMMENDED RENTAL TEAM

The competition at the Master Ball level will be tough regardless of the Pokémon you bring into it. Half of these Pokémon have plenty of hit points and the rest have extra speed. You'll often need speedy Electrode to paralyze opponents.

#51 DUGTRIO
LEV.100/HP 234



GROUND

DIG	GRD
ROCK SLIDE	RCK
GROWL	NRM
SAND-ATTACK	NRM

#59 ARCANINE
LEV.100/HP 324

FIRE

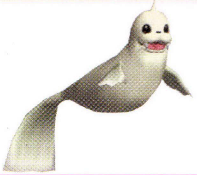
FIRE BLAST	FIR
DIG	GRD
LEER	NRM
AGILITY	PSY

#64 KADABRA
LEV.100/HP 244

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
DIG	GRD

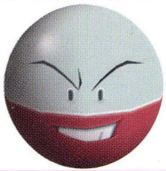
#87 DEWGONG
LEV.100/HP 336



WATER ICE

AURORA BEAM	ICE
SURF	WTR
HEADBUTT	NRM
HORN DRILL	NRM

#101 ELECTRODE
LEV.100/HP 276



ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#103 EXEGGUTOR
LEV.100/HP 334

GRASS PSYCHIC

STOMP	NRM
SLEEP POWDER	GRS
PSYCHIC	PSY
SOLARBEAM	GRS

BATTLE 1
CUEBALL

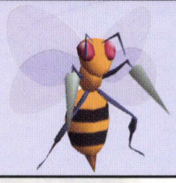
Cueball has a team of mostly Bug- and Fire-types this time around, so Arcanine and Dewgong are essential for victory. Extinguish any Fire-types with Surf and barbecue the bugs with Fire Blast. Watch out for raticate's speedy attacks.

#127 pinsir
LEV.100/HP 282

BUG

STRENGTH	NRM
SEISMIC TOSS	FTG
SWORDS DANCE	NRM
BIND	NRM

#15 beedrill
LEV.100/HP 282



BUG POISON

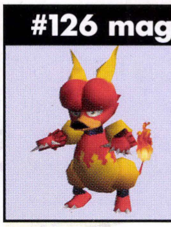
FOCUS ENERGY	NRM
TWINEEDLE	BUG
PIN MISSILE	BUG
HYPER BEAM	NRM

#136 flareon
LEV.100/HP 282

FIRE

FLAMETHROWER	FIR
QUICK ATTACK	NRM
SAND-ATTACK	NRM
DOUBLE-EDGE	NRM

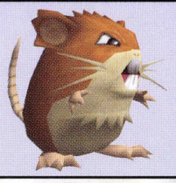
#126 magmar
LEV.100/HP 282



FIRE

FIRE PUNCH	FIR
CONFUSE RAY	GHO
METRONOME	NRM
MEGA PUNCH	NRM

#20 raticate
LEV.100/HP 262



NORMAL

SUPER FANG	NRM
HYPER FANG	NRM
QUICK ATTACK	NRM
DIG	GRD

#115 kangaskhan
LEV.100/HP 362

NORMAL

ROCK SLIDE	RCK
DIZZY PUNCH	NRM
EARTHQUAKE	GRD
SUBSTITUTE	NRM

BATTLE 2
ROCKET

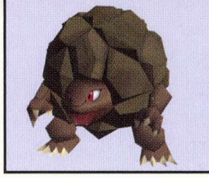
You'll need Arcanine's Fire Blast and Dewgong's Surf to stop Victract6, Golemact2 and Aerodact4. That leaves one Normal- and one Poison-type to consider. Either Dugtrio or Kadabra would be a good choice.

#124 JYNACT1
LEV.100/HP 282

ICE PSYCHIC

LOVELY KISS	NRM
BODY SLAM	NRM
ICE PUNCH	ICE
THRASH	NRM

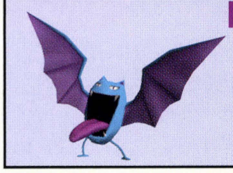
#76 GOLEMACT2
LEV.100/HP 312



ROCK GROUND

EARTHQUAKE	GRD
ROCK SLIDE	RCK
MEGA KICK	NRM
BIDE	NRM

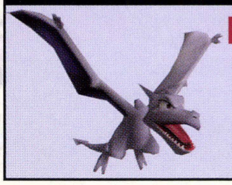
#42 GOLBACT3
LEV.100/HP 302



POISON FLYING

BITE	NRM
CONFUSE RAY	GHO
TOXIC	PSN
MEGA DRAIN	GRS

#142 AERODACT4
LEV.100/HP 312



ROCK FLYING

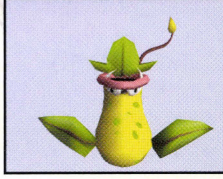
HYPER BEAM	NRM
FLY	FLY
SUPERSONIC	NRM
SKY ATTACK	FLY

#53 PERACT5
LEV.100/HP 282

NORMAL

PAY DAY	NRM
SLASH	NRM
SCREECH	NRM
HYPER BEAM	NRM

#71 VICTRACT6
LEV.100/HP 312



GRASS POISON

RAZOR LEAF	GRS
STUN SPORE	GRS
GROWTH	NRM
MEGA DRAIN	GRS

BATTLE 3

JUDOBOY

Kadabra matches up well against most of Judoboy's Pokémon, but the Psychic-type will get hammered if it tries to ride out the battle using Psychic. Dugtrio's Dig Attack is also useful against the Poison- and Electric-types in this group.

#68 CHAMP

LEV. 100/HP 332

FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
DIG	GRD
FIRE BLAST	FIR

#123 SCY

LEV. 100/HP 292

BUG FLYING

FOCUS ENERGY	NRM
WING ATTACK	FLY
SWIFT	NRM
TAKE DOWN	NRM

#106 HITLEE

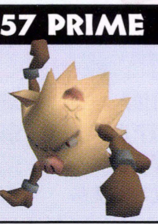
LEV. 100/HP 252

FIGHTING

FOCUS ENERGY	NRM
HI JUMP KICK	FTG
MEGA KICK	NRM
SWIFT	NRM

#57 PRIME

LEV. 100/HP 282



FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
THRASH	GRD
ROCK SLIDE	RCK

#34 NIDO

LEV. 100/HP 312

POISON GROUND

FOCUS ENERGY	NRM
SURF	WTR
EARTHQUAKE	GRD
THUNDER	ELC

#135 JOLT

LEV. 100/HP 280

ELECTRIC

FOCUS ENERGY	NRM
THUNDERBOLT	ELC
TAKE DOWN	NRM
DOUBLE KICK	FTG

BATTLE 4

GAMBLER

Take Dewgong, Kadabra and Electrode into the fight, then hope Gambler's crew doesn't connect with their Horn Drill and Fissure attacks. Dewgong's Aurora Beam and Surf are extremely useful against all but the two Water-types.

#128 UROSTA

LEV. 100/HP 302

NORMAL

HORN DRILL	NRM
FISSURE	GRD
BODY SLAM	NRM
THUNDER	ELC

#80 BROSLOW

LEV. 100/HP 342

WATER PSYCHIC

THUNDER WAVE	ELC
FISSURE	GRD
BUBBLEBEAM	WTR

#51 TRIODUG

LEV. 100/HP 222

GROUND

FISSURE	GRD
BODY SLAM	NRM
ROCK SLIDE	RCK

#9 OISEBLAST

LEV. 100/HP 310

WATER

FISSURE	GRD
BODY SLAM	NRM
BUBBLEBEAM	WTR

#24 BOKAR

LEV. 100/HP 272

POISON

FISSURE	GRD
GLARE	NRM
BITE	NRM
MEGA DRAIN	GRS

#149 NITEDRAGO

LEV. 100/HP 326

DRAGON FLYING

AGILITY	PSY
THUNDER WAVE	ELC
HORN DRILL	NRM
BUBBLEBEAM	WTR

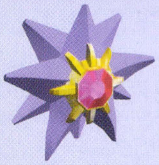
BATTLE 5

COOL ♀

If you need to change your Pokémon very much, this group will wear you down quickly. Exeggutor's Solarbeam is effective against the Water-types, but Toxic can poison all your Pokémon. Keep Arcanine ready to Fire Blast the plants.

#121 STARMANCE

LEV. 100/HP 275

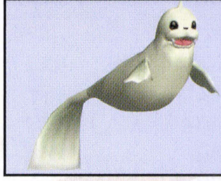


WATER PSYCHIC

SURF	WTR
RECOVER	NRM
PSYCHIC	PSY
THUNDER	ELC

#87 DEWGANCE

LEV. 100/HP 335

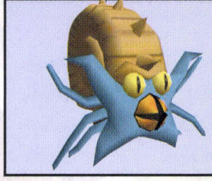


WATER ICE

SURF	WTR
ICE BEAM	ICE
HEADBUTT	NRM
TOXIC	PSN

#139 OMASTANCE

LEV. 100/HP 295



ROCK WATER

HYDRO PUMP	WTR
SPIKE CANNON	NRM
WITHDRAW	WTR
HYPER BEAM	NRM

#62 POLIWRANCE

LEV. 100/HP 335

WATER FIGHTING

AMNESIA	PSY
HYDRO PUMP	WTR
SUBMISSION	FTG
HYPNOSIS	PSY

#3 VENANCE

LEV. 100/HP 315

GRASS POISON

RAZOR LEAF	GRS
GROWTH	NRM
LEECH SEED	GRS
TOXIC	PSN

#103 EGGUSTANCE

LEV. 100/HP 345

GRASS PSYCHIC

LEECH SEED	GRS
EGG BOMB	NRM
TOXIC	PSN
SOLARBEAM	GRS

BATTLE 6

BIRDBOY

These Pokémon will make your life miserable until you neutralize them with Thunder Wave. Put Electrode out first, then slow down these flyers enough for Dewgong's Aurora Beam and Dugtrio's Rock Slide to finish the job.

#144 ARTICASH

LEV. 100/HP 324

ICE FLYING

ICE BEAM	ICE
MIST	ICE
FLY	FLY
AGILITY	PSY

#146 MOLTRASH

LEV. 100/HP 324

FIRE FLYING

SKY ATTACK	FLY
FIRE BLAST	FIR
AGILITY	PSY
TAKE DOWN	NRM

#145 ZAPDASH

LEV. 100/HP 324

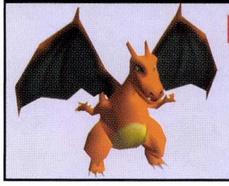
ELECTRIC FLYING

THUNDER	ELC
DRILL PECK	FLY
AGILITY	PSY
THUNDER WAVE	ELC

#6 CHARIZASH

LEV. 100/HP 304

FIRE FLYING



FIRE BLAST	FIR
FIRE SPIN	FIR
EARTHQUAKE	GRD
SLASH	NRM

#18 PIDGEOTASH

LEV. 100/HP 324

NORMAL FLYING

FLY	FLY
HYPER BEAM	NRM
MIRROR MOVE	FLY
TOXIC	PSN

#22 FEARASH

LEV. 100/HP 288

NORMAL FLYING

DRILL PECK	FLY
FLY	FLY
AGILITY	PSY
SWIFT	NRM

SEMIFINAL

LAB MAN

As usual, Electrode's Thunder Wave will be invaluable for paralyzing your opponents. Dugtrio's Dig attack and Kadabra's Psychic attack are good options in a situation where there aren't any ideal choices.

#65 KAZAM-ALA

LEV. 100/HP 265

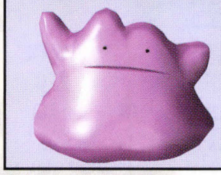
PSYCHIC

PSYCHIC	PSY
DISABLE	NRM
RECOVER	NRM
SEISMIC TOSS	FTG

#132 TO-DIT

LEV. 100/HP 266

NORMAL



TRANSFORM	NRM

#94 GAR-GEN

LEV. 100/HP 275

GHOST POISON

HYPNOSIS	PSY
CONFUSE RAY	GHO
NIGHT SHADE	GHO
DREAM EATER	PSY

#78 PIDASH-RA

LEV. 100/HP 285

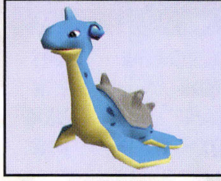
FIRE

STOMP	NRM
FIRE SPIN	FIR
AGILITY	PSY
TOXIC	PSN

#131 PRAS-LA

LEV. 100/HP 415

WATER ICE



ICE BEAM	ICE
HYDRO PUMP	WTR
SING	NRM
CONFUSE RAY	GHO

#26 CHU-RAI

LEV. 100/HP 275

ELECTRIC

THUNDER WAVE	ELC
DOUBLE TEAM	NRM
THUNDERBOLT	ELC
FLASH	NRM

FINAL

COOL ♂

You'll need Electrode, Dewgong, Kadabra and plenty of luck to get past this hardcore group. Use Thunder Wave, then keep your fingers crossed. Keep pelting them with Aurora Beam, Psychic and Thunder attacks.

#151 MEWSTOR

LEV. 100/HP 342

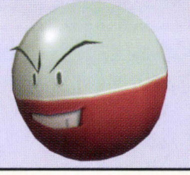
PSYCHIC

TRI ATTACK	NRM
THUNDER WAVE	ELC
PSYCHIC	PSY
FLASH	NRM

#101 RODESTOR

LEV. 100/HP 272

ELECTRIC

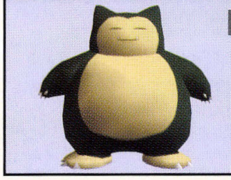


THUNDERBOLT	ELC
THUNDER WAVE	ELC
HYPER BEAM	NRM
FLASH	NRM

#143 SNORESTOR

LEV. 100/HP 464

NORMAL



DOUBLE-EDGE	NRM
THUNDER	ELC
REST	PSY
REFLECT	PSY

#91 CLOYSTOR

LEV. 100/HP 252

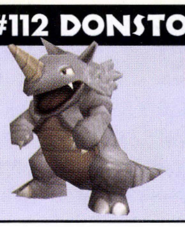
WATER ICE

SURF	WTR
ICE BEAM	ICE
TAKE DOWN	NRM
TOXIC	PSN

#112 DONSTOR

LEV. 100/HP 362

GROUND ROCK

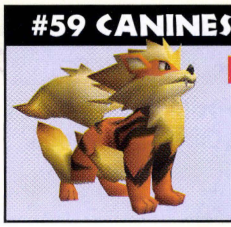


EARTHQUAKE	GRD
ROCK SLIDE	RCK
BODY SLAM	NRM
THUNDERBOLT	ELC

#59 CANINESTOR

LEV. 100/HP 332

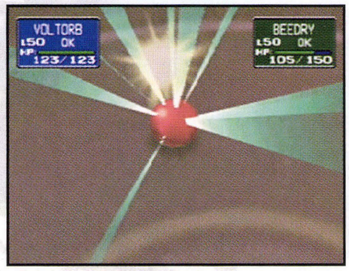
FIRE



FIRE BLAST	FIR
DIG	GRD
HYPER BEAM	NRM
AGILITY	PSY

PEWTER GYM

There are plenty of Rock- and Ground-types in the Pewter Gym—the Gym Leader, Brock, is especially fond of flinty Pokémon. If you soak Pewter's Pokémon with a Water-type then plant a Grass-type, the Rock- and Ground-types won't seem so hard. Although opponent Pokémon are listed here at level 50, all Gym opponents will match your highest-level Pokémon.



WARTORTLE
L50 OK
HP 110/142
BEEDRY
L50 OK
HP 150/150

RECOMMENDED RENTAL TEAM

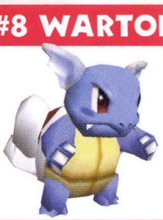
This team is heavy on Fire-types with Ground-type attacks to combat the Grass-, Bug- and Poison-types that appear rather frequently on the Trainers' teams. The Water- and Grass-types are there for the Rock- and Ground-type work, while the Psychic- and Electric-types round out the team.

#4 CHARMANDER LEV. 50/HP 122

FIRE

FLAMETHROWER	FIR
SLASH	NRM
SEISMIC TOSS	FTG
DIG	GRD

#8 WARTORTLE LEV. 50/HP 142



WATER

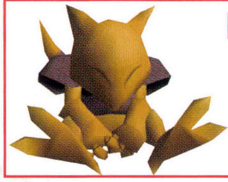
SURF	WTR
COUNTER	FTG
SUBMISSION	FTG
ICE BEAM	ICE

#58 GROWLITHE LEV. 50/HP 138

FIRE

FLAMETHROWER	FIR
BODY SLAM	NRM
REFLECT	PSY
DIG	GRD

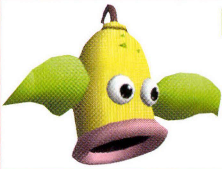
#63 ABRA LEV. 50/HP 108



PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
REFLECT	PSY
TOXIC	PSN

#70 WEEPINBELL LEV. 50/HP 148



GRASS POISON

RAZOR LEAF	GRS
ACID	PSN
SLAM	NRM
TOXIC	PSN

#100 VOLTORB LEV. 50/HP 123

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
REFLECT	PSY
EXPLOSION	NRM

BATTLE 1

BUG BOY

Bug Boy isn't much of a challenge with his all-Bug-type team. Make sure you take Charmander and Growlithe into the battle with you and use Fire-type attacks. Some of the Bug-types may poison or confuse you, but with two Fire-types at your side, victory will be yours.

#10 CATERPY LEV. 50/HP 151

BUG

TACKLE	NRM
STRING SHOT	BUG

#13 WEEDLY LEV. 50/HP 146

BUG POISON

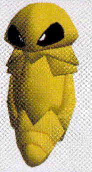
POISON STING	PSN
STRING SHOT	BUG

#11 METAPY LEV. 50/HP 156

BUG

HARDEN	NRM

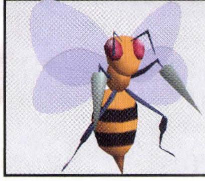
#14 KAKUNY LEV. 50/HP 151



BUG POISON

POISON STING	PSN
STRING SHOT	BUG

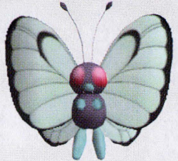
#15 BEEDRY LEV. 50/HP 150



BUG POISON

HARDEN	NRM
FURY ATTACK	NRM
TWINEEDLE	BUG
HYPER BEAM	NRM

#12 BUTTERY LEV. 50/HP 145



BUG FLYING

RAZOR WIND	NRM
SUPERSONIC	NRM
PSYCHIC	PSY
MEGA DRAIN	GRS

BATTLE 2
LAD

Choose Charmander or Growlithe to play against the Bug- and Grass-types on Lad's Team. All Poison-types are weak against Psychic-types, which means Abra makes the team—although Zubat in particular is weak against Electric-type attacks, so you might want to bring along Voltorb.

#1 BULBY
LEV. 50/HP 128

GRASS POISON

LEECH SEED	GRS
VINE WHIP	GRS
POISONPOWDER	PSN
MEGA DRAIN	GRS

#23 EKANSY
LEV. 50/HP 118

POISON

MEGA DRAIN	GRS
GLARE	NRM

#41 ZUBATY
LEV. 50/HP 123

POISON FLYING

LEECH LIFE	BUG
CONFUSE RAY	GHO

#43 ODDY
LEV. 50/HP 128

GRASS POISON

ABSORB	GRS
SLEEP POWDER	GRS

#46 PARASY
LEV. 50/HP 118

BUG GRASS

LEECH LIFE	BUG
SPORE	GRS
MEGA DRAIN	GRS

#44 GLOOMY
LEV. 50/HP 143

GRASS POISON

ABSORB	GRS
STUN SPORE	GRS

BATTLE 3
JR. ♂

Weepinbell and Wartortle would be good choices to take into battle—Jr.'s team is half Ground-type, and there's one Rock-type, too. The two remaining Pokémon, Fetchant and Pidgant, are both weak against Electric-type attacks, so tell Voltorb to hop on the bus.

#83 FETCHANT
LEV. 50/HP 135

NORMAL FLYING

SAND-ATTACK	NRM
TOXIC	PSN
SLASH	NRM
FLY	FLY

#50 DIGSTER
LEV. 50/HP 93

GROUND

SCRATCH	NRM
DIG	GRD
SLASH	NRM
EARTHQUAKE	GRD

#16 PIDGANT
LEV. 50/HP 123

NORMAL FLYING

GUST	NRM
QUICK ATTACK	NRM
WING ATTACK	FLY
MIRROR MOVE	FLY

#51 DUGSTER
LEV. 50/HP 110

GROUND

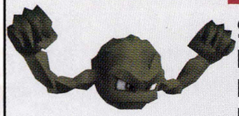
MIMIC	NRM
ROCK SLIDE	RCK
HYPER BEAM	NRM
FISSURE	GRD

#27 SHRANT
LEV. 50/HP 133

GROUND

POISON STING	PSN
SWORDS DANCE	NRM
EARTHQUAKE	GRD
STRENGTH	NRM

#74 GEOSTER
LEV. 50/HP 123



ROCK GROUND

SUBMISSION	FTG
EXPLOSION	NRM
ROCK THROW	RCK
BIDE	NRM

LEADER
BROCK

Brock's team is heavy on the Rock- and Ground-types, so Weepinbell and Wartortle are good choices. Voltorb is very strong against Kabuto. Wartortle will put out Vulpix's fire and is a good Pokémon to lead with in case Vulpix comes out first.

#95 ONIX
LEV. 50/HP 121

ROCK GROUND

BIND	NRM
TOXIC	PSN
EARTHQUAKE	GRD
ROCK SLIDE	RCK

#75 GRAVELER
LEV. 50/HP 141

ROCK GROUND

ROCK SLIDE	RCK
DIG	GRD
SELFDESTRUCT	NRM
SEISMIC TOSS	FTG

#104 CUBONE
LEV. 50/HP 136

GROUND

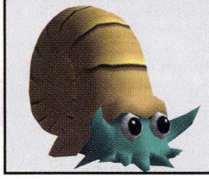
BODY SLAM	NRM
FISSURE	GRD
BONE CLUB	GRD
SUBMISSION	FTG

#37 VULPIX
LEV. 50/HP 124

FIRE

SWIFT	NRM
QUICK ATTACK	NRM
FLAMETHROWER	FIR
FIRE SPIN	FIR

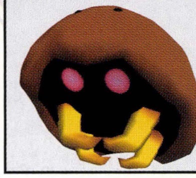
#138 OMANYTE
LEV. 50/HP 121



ROCK WATER

HORN ATTACK	NRM
SPIKE CANNON	NRM
ICE BEAM	ICE
SURF	WTR

#140 KABUTO
LEV. 50/HP 116

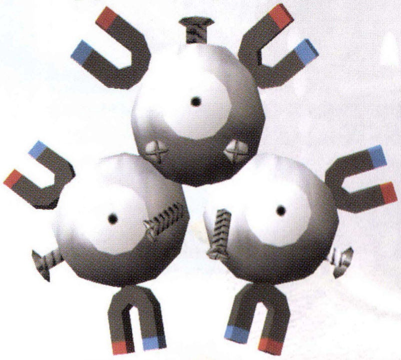


ROCK WATER

ABSORB	GRS
SLASH	NRM
HYDRO PUMP	WTR
BLIZZARD	ICE

CERULEAN GYM

You'll find plenty of splashy Water-types in the Cerulean Gym, which means a Pokémon (or three) with Electric-type attacks would be a welcome addition to your team. Rental Pokémon like Kadabra and Staryu are very good picks for this gym, because they combine useful types—Psychic and Water, respectively—with powerful Electric-type attacks.



VAPOREON L50 OK HP 157/213
SEAKISH L50 POISON HP 85/160

WEEPINBELL L50 OK HP 62/148
SEAKISH L50 OK HP 109/160

RECOMMENDED RENTAL TEAM

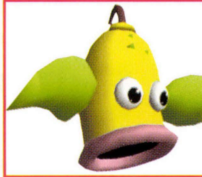
Our team packs enough voltage to shock the Water-types favored by the Cerulean Gym members while mixing in enough variety to tackle any Pokémon the gym members might fight with. Staryu, with its Thunderbolt and Recover attacks, is especially useful when you fight Misty, the Gym Leader.

#64 KADABRA LEV. 50/HP 123

PSYCHIC

PSYBEAM	PSY
THUNDER WAVE	ELC
RECOVER	NRM
SEISMIC TOSS	FTG

#70 WEEPINBELL LEV. 50/HP 148



GRASS POISON

RAZOR LEAF	GRS
ACID	PSN
SLAM	NRM
TOXIC	PSN

#100 VOLTORB LEV. 50/HP 123

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
REFLECT	PSY
EXPLOSION	NRM

#120 STARYU LEV. 50/HP 113

WATER

THUNDERBOLT	ELC
RECOVER	NRM
SURF	WTR
PSYCHIC	PSY

#106 HITMONLEE LEV. 50/HP 133

FIGHTING

HI JUMP KICK	FTG
STRENGTH	NRM
COUNTER	FTG
FOCUS ENERGY	NRM

#134 VAPOREON LEV. 50/HP 213

WATER

ACID ARMOR	PSN
AURORA BEAM	ICE
SURF	WTR
QUICK ATTACK	NRM

BATTLE 1
FISHER

The Fisher has caught a bunch of Water-type Pokémon to use in battle, so Staryu's Thunderbolt makes it a smart pick and Kadabra's Thunder Wave would be helpful, too. Chances are Voltorb will zap Fisher's team all on its own, but beware Wartorish's Ground-type Dig attack.

#7 SQUIRTISH LEV. 50/HP 130

WATER

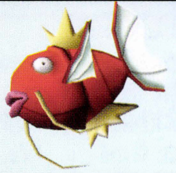
ICE BEAM	ICE
MEGA PUNCH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG

#60 POLIWISH LEV. 50/HP 126

WATER

HYPNOSIS	PSY
AMNESIA	PSY
PSYCHIC	PSY
SURF	WTR

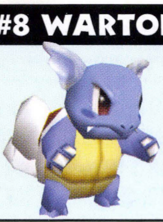
#129 KARPISH LEV. 50/HP 106



WATER

SPLASH	NRM
TACKLE	NRM

#8 WARTORISH LEV. 50/HP 139



WATER

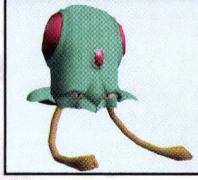
BITE	NRM
SURF	WTR
MEGA KICK	NRM
DIG	GRD

#119 SEAKISH LEV. 50/HP 160

WATER

WATERFALL	WTR
HORN DRILL	NRM
DOUBLE-EDGE	NRM
PECK	FLY

#72 COOLISH LEV. 50/HP 126



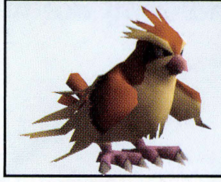
WATER POISON

ACID	PSN
WRAP	NRM
HYDRO PUMP	WTR
POISON STING	PSN

BATTLE 2
JR. ♀

Voltorb or Staryu will trounce Pidpidpid and Seasea, and may even come in handy against Kadakada. Jr.♀'s Psychic-type is tough, but your Kadabra can handle it with two Seismic Tosses and a Psybeam (in that order) to finish the job. Bring Weepinbell just in case Digdig shows up.

#16 PIDPIDPID LEV. 50/HP 126



NORMAL FLYING

SAND-ATTACK	NRM
QUICK ATTACK	NRM
FLY	FLY
MIRROR MOVE	FLY

#117 SEASEA LEV. 50/HP 132

WATER

SMOKESCREEN	NRM
LEER	NRM
BUBBLEBEAM	WTR
TAKE DOWN	NRM

#64 KADAKADA LEV. 50/HP 120

PSYCHIC

KINESIS	PSY
CONFUSION	PSY
REST	PSY
DISABLE	NRM

#100 VOLTVOLT LEV. 50/HP 126

ELECTRIC

FLASH	NRM
SWIFT	NRM
SCREECH	NRM
EXPLOSION	NRM

#50 DIGDIG LEV. 50/HP 96

GROUND

SAND-ATTACK	NRM
SLASH	NRM
EARTHQUAKE	GRD
RAGE	NRM

#39 JIGJIG LEV. 50/HP 201

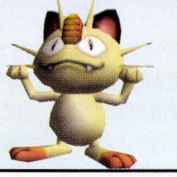
NORMAL

FLASH	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
PSYWAVE	PSY

BATTLE 3
SWIMMER

The Water-and-Rock- and Water-types on Swimmer's team are best handled with Weepinbell. Use Hitmonlee to handle the Normal-types and have Kadabra on your side to battle Mankmer. Hitmonlee is strong against most of Swimmer's team, but save it for the Normal-types.

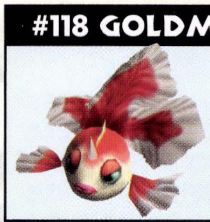
#52 MEOWMER LEV. 50/HP 126



NORMAL

FURY SWIPES	NRM
PAY DAY	NRM
BUBBLEBEAM	WTR
MIMIC	NRM

#118 GOLDMER LEV. 50/HP 131



WATER

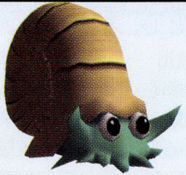
FURY ATTACK	NRM
HORN ATTACK	NRM
WATER GUN	WTR
SUPERSONIC	NRM

#56 MANKMER LEV. 50/HP 126

FIGHTING

FURY SWIPES	NRM
COUNTER	FTG
SEISMIC TOSS	FTG
SCRATCH	NRM

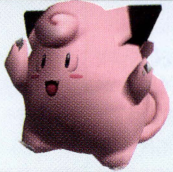
#138 NYTEMER LEV. 50/HP 121



ROCK WATER

SPIKE CANNON	NRM
WATER GUN	WTR
BIDE	NRM
REFLECT	PSY

#35 FAIRYMER LEV. 50/HP 156



NORMAL

DOUBLESLAP	NRM
SING	NRM
DEFENSE CURL	NRM
PSYWAVE	PSY

#61 POLIMER LEV. 50/HP 150

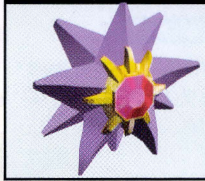
WATER

DOUBLESLAP	NRM
BUBBLE	WTR
HYPNOSIS	PSY
RAGE	NRM

LEADER
MISTY

The all-Water-type team that Misty has assembled is very powerful, so take all the waterproof Pokémon you have. Plant-types fare well against Water-types, but watch for Water-types with Ice-type attacks. Voltorb, Weepinbell and Staryu are the best choices against Misty's mighty team.

#121 STARMIE LEV. 50/HP 145



WATER PSYCHIC

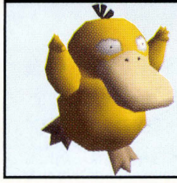
THUNDER	ELC
SWIFT	NRM
BUBBLEBEAM	WTR
THUNDER WAVE	ELC

#116 HORSEA LEV. 50/HP 116

WATER

SMOKESCREEN	NRM
SURF	WTR
TOXIC	PSN
ICE BEAM	ICE

#54 PSYDUCK LEV. 50/HP 136



WATER

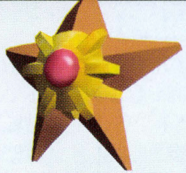
DISABLE	NRM
CONFUSION	PSY
FURY SWIPES	NRM
BODY SLAM	NRM

#9 BLASTOISE LEV. 50/HP 164

WATER

HYDRO PUMP	WTR
BITE	NRM
DIG	GRD
SEISMIC TOSS	FTG

#120 STARYU LEV. 50/HP 116



WATER

RECOVER	NRM
MINIMIZE	NRM
THUNDERBOLT	ELC
PSYCHIC	PSY

#86 SEEL LEV. 50/HP 151

WATER

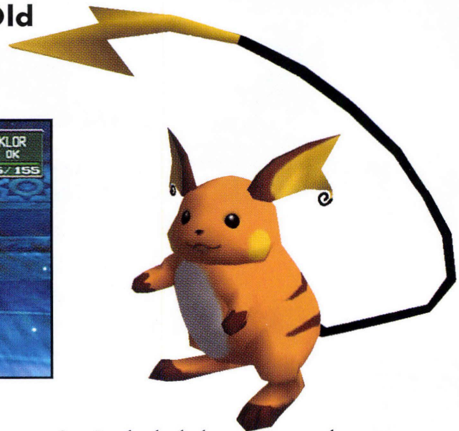
BLIZZARD	ICE
REST	PSY
TAKE DOWN	NRM
SURF	WTR

VERMILION GYM

Surge, Vermilion Gym's Leader, is a master of Electric-type Pokémon—but not every member of the gym is so attached to Electric-types. There are plenty of Water-types hanging out in Vermilion Gym, so an Electric-type of your own is in order. The Old Man likes to play with Fire-types, but luckily, Ground-types resist fire nicely.

DRAGONITE
L50 OK
HP: 174/174
DUCKLOR
L50 OK
HP: 135/155

GENGAR
L50 OK
HP: 143/143
DUCKLOR
L50 OK
HP: 155/155



RECOMMENDED RENTAL TEAM

To effectively ground out all the electricity in this gym, we've included three Ground-type Pokémon on the rental team. Electric-type attacks such as Thunder and Thunderbolt are powerful enough to knock nearly any Pokémon out with just a few hits—except for our ground-dwelling friends.

#27 SANDSHREW

LEV.50/HP 133

GROUND

EARTHQUAKE	GRD
SLASH	NRM
SEISMIC TOSS	FTG
SAND-ATTACK	NRM

#51 DUGTRIO

LEV.50/HP 118

GROUND

DIG	GRD
SAND-ATTACK	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

#94 GENGAR

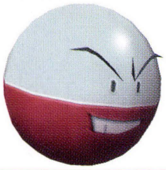
LEV.50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#101 ELECTRODE

LEV.50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELFDESTRUCT	NRM

#104 CUBONE

LEV.50/HP 133

GROUND

BONEMERANG	GRD
BODY SLAM	NRM
ICE BEAM	ICE
SEISMIC TOSS	FTG

#149 DRAGONITE

LEV.50/HP 174

DRAGON FLYING

SLAM	NRM
MIMIC	NRM
SURF	WTR
SUBSTITUTE	NRM

BATTLE 1

SAILOR

Electrode is strong against nearly every member of Sailor's team, so be sure to use it. Shellder is the most dangerous Water-type on Sailor's crew, and its Explosion attack could take out your Electrode. Use Gengar or Dragonite if Shellder shows up— it should be smooth sailing.

#66 CHOPLOR

LEV.50/HP 157

FIGHTING

KARATE CHOP	NRM
SEISMIC TOSS	FTG
SUBMISSION	FTG
STRENGTH	NRM

#21 SPEALOR

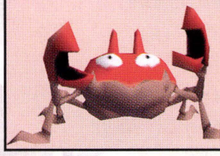
LEV.50/HP 127

NORMAL FLYING

FURY ATTACK	NRM
MIRROR MOVE	FLY
DRILL PECK	FLY
FLY	FLY

#98 KRABLOR

LEV.50/HP 117

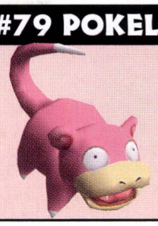


WATER

STOMP	NRM
CRABHAMMER	WTR
TOXIC	PSN
CUT	NRM

#79 POKELOR

LEV.50/HP 177

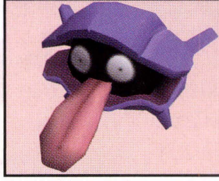


WATER PSYCHIC

AMNESIA	PSY
PSYCHIC	PSY
PAY DAY	NRM
SURF	WTR

#90 SHELLOR

LEV.50/HP 117



WATER

EXPLOSION	NRM
ICE BEAM	ICE
CLAMP	WTR
BUBBLEBEAM	WTR

#55 DUCKLOR

LEV.50/HP 155

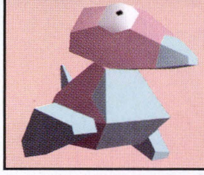
WATER

CONFUSION	PSY
TAKE DOWN	NRM
BUBBLEBEAM	WTR
DIG	GRD

BATTLE 2
ROCKER

This Rocker has definitely gone electric! With the exception of Poryace, Rocker's entire band is Electric, so bring along two Ground-types. Dig will work well against Electric-types, so lead with Dugtrio. Dragonite or Gengar will keep Poryace in check.

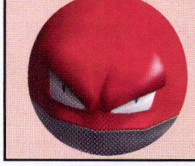
#137 PORYACE LEV. 50/HP 147



NORMAL

PSYBEAM	PSY
RECOVER	NRM
CONVERSION	NRM
TRI ATTACK	NRM

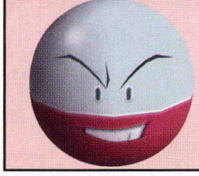
#100 VOLTACE LEV. 50/HP 124



ELECTRIC

SCREECH	NRM
SONICBOOM	NRM
SWIFT	NRM
THUNDERBOLT	ELC

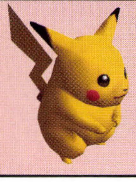
#101 ELECTRACE LEV. 50/HP 135



ELECTRIC

LIGHT SCREEN	PSY
TAKE DOWN	NRM
THUNDER	ELC
FLASH	NRM

#25 PIKACE LEV. 50/HP 117



ELECTRIC

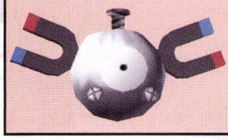
THUNDER WAVE	ELC
QUICK ATTACK	NRM
SEISMIC TOSS	FTG
BODY SLAM	NRM

#125 BUZZACE LEV. 50/HP 140

ELECTRIC

LEER	NRM
THUNDERPUNCH	ELC
MEGA PUNCH	NRM
PSYWAVE	PSY

#81 MAGNEMACE LEV. 50/HP 107



ELECTRIC

SUPERSONIC	NRM
DOUBLE-EDGE	NRM
TOXIC	PSN
THUNDER	ELC

BATTLE 3
OLD MAN

What is the Old Man thinking, belonging to such an electric gym with a clearly fiery team? At any rate, Dragonite's Surf attack will put those flames out—and all the Ground-types you have in tow can take the heat, too. Ground-types will also handle Niran ♂ and Nidon ♀ nicely.

#58 GROTHE LEV. 50/HP 142

FIRE

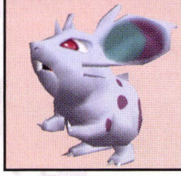
TAKE DOWN	NRM
FLAMETHROWER	FIR
DRAGON RAGE	DRG
DIG	GRD

#32 NIRAN ♂ LEV. 50/HP 133

POISON

DOUBLE KICK	FTG
FURY ATTACK	NRM
HORN DRILL	NRM
DOUBLE TEAM	NRM

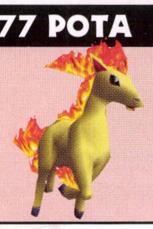
#29 NIDON ♀ LEV. 50/HP 142



POISON

POISON STING	PSN
TAIL WHIP	NRM
BITE	NRM
THUNDER	ELC

#77 POTA LEV. 50/HP 135



FIRE

STOMP	NRM
FIRE SPIN	FIR
TOXIC	PSN
DOUBLE-EDGE	NRM

#5 CHARLEON LEV. 50/HP 143

FIRE

BODY SLAM	NRM
FIRE BLAST	FIR
SUBMISSION	FTG
COUNTER	FTG

#4 CHARDER LEV. 50/HP 126

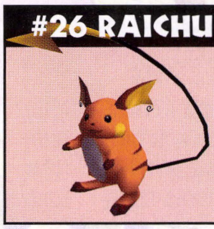
FIRE

SLASH	NRM
MEGA KICK	NRM
SEISMIC TOSS	FTG
SWIFT	NRM

LEADER
SURGE

The Gym Leader's team has a lot of energy, but with the three Ground-type Pokémon you've brought to the battle—Dugtrio, Sandshrew and Cubone—you'll be able to zap the Electric-types. Both Raichu and Pikachu are of the surfin' variety, so lead with Dugtrio and Dig to safety.

#26 RAICHU LEV. 50/HP 148



ELECTRIC

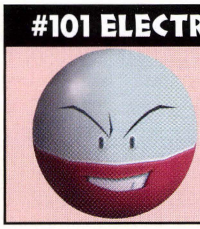
THUNDER	ELC
SURF	WTR
BODY SLAM	NRM
SUBMISSION	FTG

#100 VOLTORB LEV. 50/HP 127

ELECTRIC

THUNDER	ELC
EXPLOSION	NRM
SONICBOOM	NRM
THUNDER WAVE	ELC

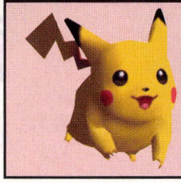
#101 ELECTRODE LEV. 50/HP 146



ELECTRIC

SONICBOOM	NRM
SELFDESTRUCT	NRM
SWIFT	NRM
THUNDER	ELC

#25 PIKACHU LEV. 50/HP 122



ELECTRIC

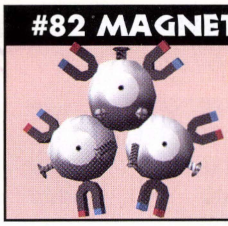
SEISMIC TOSS	FTG
AGILITY	PSY
DOUBLE TEAM	NRM
SURF	WTR

#81 MAGNEMITE LEV. 50/HP 112

ELECTRIC

SUPERSONIC	NRM
BIDE	NRM
THUNDERBOLT	ELC
DOUBLE-EDGE	NRM

#82 MAGNETON LEV. 50/HP 136

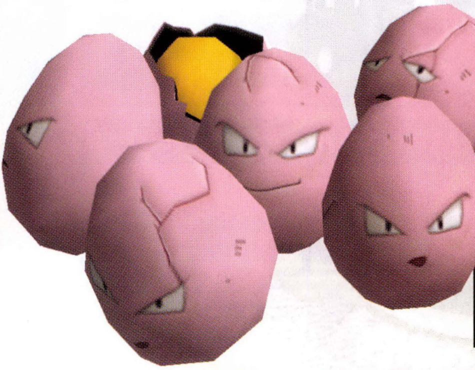


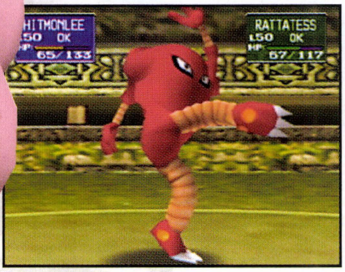
ELECTRIC

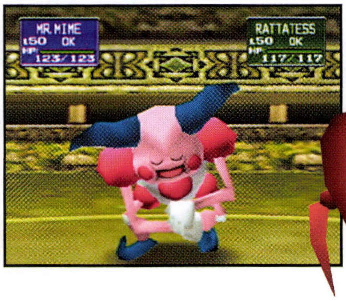
THUNDERBOLT	ELC
TAKE DOWN	NRM
REFLECT	PSY
HYPER BEAM	NRM

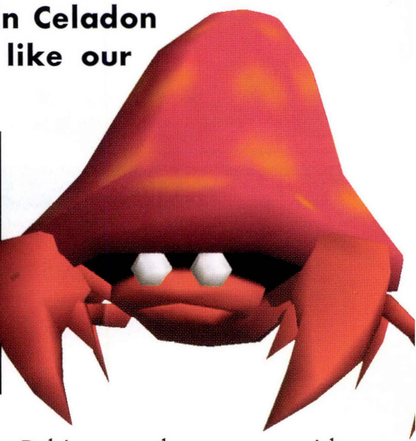
CELADON GYM

While famous for producing the strongest Grass-type Trainers, Celadon Gym obviously doesn't require its Trainers even to have Grass-types on their teams. Only Erika, the Gym Leader, seems particularly fond of working with a garden. Battling in Celadon Gym requires a very diverse team, much like our recommended rental team.









RECOMMENDED RENTAL TEAM

The members of Celadon Gym have a bouquet of different Pokémon to throw at you, with lots of color and no really defining features. Our recommendation, therefore, is to take in many different Pokémon yourself, being sure to include speedy Pokémon that will attack first and a varied array of attacks to choose from.

#64 KADABRA LEV. 50/HP 123

PSYCHIC

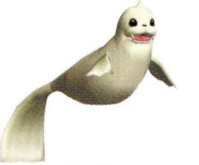
PSYBEAM	PSY
THUNDER WAVE	ELC
RECOVER	NRM
SEISMIC TOSS	FTG

#125 ELECTABUZZ LEV. 50/HP 148

ELECTRIC

THUNDERPUNCH	ELC
FLASH	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG

#87 DEWGONG LEV. 50/HP 173



WATER ICE

TAKE DOWN	NRM
AURORA BEAM	ICE
REST	PSY
SURF	WTR

#136 FLAREON LEV. 50/HP 148

FIRE

FIRE BLAST	FIR
SAND-ATTACK	NRM
TOXIC	PSN
DOUBLE-EDGE	NRM

#106 HITMONLEE LEV. 50/HP 133

FIGHTING

HI JUMP KICK	FTG
STRENGTH	NRM
COUNTER	FTG
FOCUS ENERGY	NRM

#122 MR. MIME LEV. 50/HP 123

PSYCHIC

BARRIER	PSY
PSYCHIC	PSY
SEISMIC TOSS	FTG
COUNTER	FTG

BATTLE 1

LASS

The cute but fierce team that Lass has put together is largely made up of Normal-types that will not be able to match Hitmonlee the kicking fiend's fighting prowess. Take Dewgong and Flareon in for the Ice- and Fire-type attacks that will finish the match quickly.

#39 PUFFETTE LEV. 50/HP 202

NORMAL

REST	PSY
DOUBLE-EDGE	NRM
ICE BEAM	ICE
SOLARBEAM	GRS

#40 TUFFETTE LEV. 50/HP 223

NORMAL

SING	NRM
BODY SLAM	NRM
THUNDERBOLT	ELC
THUNDER WAVE	ELC

#133 EEVETTE LEV. 50/HP 142

NORMAL

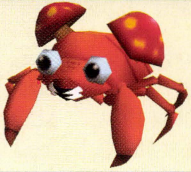
SAND-ATTACK	NRM
QUICK ATTACK	NRM
TAKE DOWN	NRM
DOUBLE TEAM	NRM

#104 CUBONESS LEV. 50/HP 137

GROUND

THRASH	NRM
BONEMERANG	GRD
RAGE	NRM
DIG	GRD

#46 PARASESS LEV. 50/HP 122



BUG GRASS

LEECH LIFE	GRS
SPORE	GRS
SLASH	NRM
REFLECT	PSY

#19 RATTATESS LEV. 50/HP 117

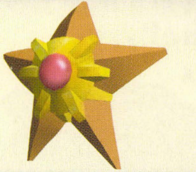
NORMAL

BLIZZARD	ICE
HYPER FANG	NRM
BUBBLEBEAM	WTR
THUNDER	ELC

BATTLE 2
BEAUTY

Electabuzz and Dewgong are really the only two Pokémon you need for this matchup. Electric-type attacks will handle the Water-types and Normal-and-Flying-types, Ice-type attacks will put the freeze on Dragon-types, and Water-type attacks will handle Ground-types. Kadabra can fill the third slot.

#120 YUDY LEV. 50/HP 117



WATER

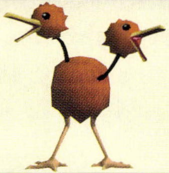
RECOVER	NRM
SWIFT	NRM
LIGHT SCREEN	PSY
HYDRO PUMP	WTR

#119 SEADY LEV. 50/HP 163

WATER

SUPERSONIC	NRM
WATERFALL	WTR
HORN DRILL	NRM
ICE BEAM	ICE

#84 DUODY LEV. 50/HP 122



NORMAL FLYING

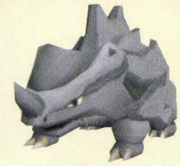
FURY ATTACK	NRM
DRILL PECK	FLY
TRI ATTACK	NRM
SKY ATTACK	FLY

#17 PIDGEODY LEV. 50/HP 150

NORMAL FLYING

SAND-ATTACK	NRM
QUICK ATTACK	NRM
WING ATTACK	FLY
FLY	FLY

#111 RHYDY LEV. 50/HP 169



GROUND ROCK

FURY ATTACK	NRM
HORN DRILL	NRM
TAKE DOWN	NRM
THUNDER	ELC

#147 TINIDY LEV. 50/HP 128

DRAGON

THUNDER WAVE	ELC
TOXIC	PSN
DRAGON RAGE	DRG
HYPER BEAM	NRM

BATTLE 3
COOL ♀

Dewgong, Kadabra and Hitmonlee are the team to beat in this battle. Dewgong will handle any Ground- or Bug-types, Kadabra can take the Poison-types, and Hitmonlee will neutralize the Normal-types.

#105 MAROWANCE LEV. 50/HP 143

GROUND

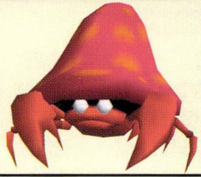
BONE CLUB	GRD
ICE BEAM	ICE
SEISMIC TOSS	FTG
STRENGTH	NRM

#113 CHANSEANCE LEV. 50/HP 337

NORMAL

DOUBLESLAP	NRM
SING	NRM
LIGHT SCREEN	PSY
DOUBLE-EDGE	NRM

#47 SECTANCE LEV. 50/HP 143



BUG GRASS

SPORE	GRS
SLASH	NRM
SOLARBEAM	GRS
DIG	GRD

#30 RINARANCE LEV. 50/HP 157

POISON

DOUBLE KICK	FTG
POISON STING	PSN
BITE	NRM
ICE BEAM	ICE

#33 RINORANCE LEV. 50/HP 148

POISON

FOCUS ENERGY	NRM
FURY ATTACK	NRM
THUNDERBOLT	ELC
REFLECT	PSY

#108 LICKITANCE LEV. 50/HP 173

NORMAL

ICE BEAM	ICE
SUPERSONIC	NRM
FIRE BLAST	FIR
SURF	WTR

LEADER
ERIKA

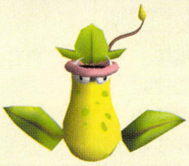
Finally, some plant life! Erika has tended to her Grass-types very well, and what they lack in powerful physical attacks they more than compensate for with attacks that poison, bind, or put Pokémon to sleep. Flareon, Dewgong and Kadabra (or Mr. Mime) will pull those weeds permanently.

#44 GLOOM LEV. 50/HP 147

GRASS POISON

ACID	PSN
SLEEP POWDER	GRS
PETAL DANCE	GRS
MEGA DRAIN	GRS

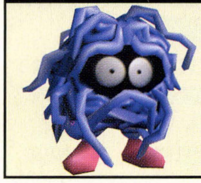
#71 VICTREEBEL LEV. 50/HP 163



GRASS POISON

SLEEP POWDER	GRS
ACID	PSN
RAZOR LEAF	GRS
CUT	NRM

#114 TANGELA LEV. 50/HP 148



GRASS

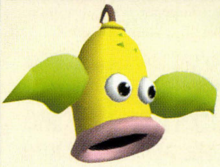
BIND	NRM
STUN SPORE	GRS
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS

#45 VILEPLUME LEV. 50/HP 158

GRASS POISON

ACID	PSN
ABSORB	GRS
SOLARBEAM	GRS
BODY SLAM	NRM

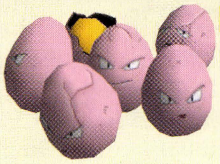
#70 WEEPINBELL LEV. 50/HP 152



GRASS POISON

WRAP	NRM
STUN SPORE	GRS
MEGA DRAIN	GRS
RAZOR LEAF	GRS

#102 EXEGGCUTE LEV. 50/HP 147



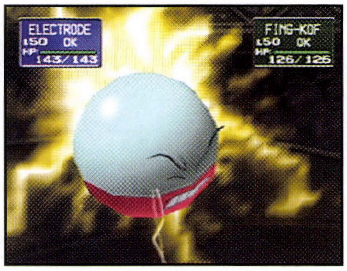
GRASS PSYCHIC

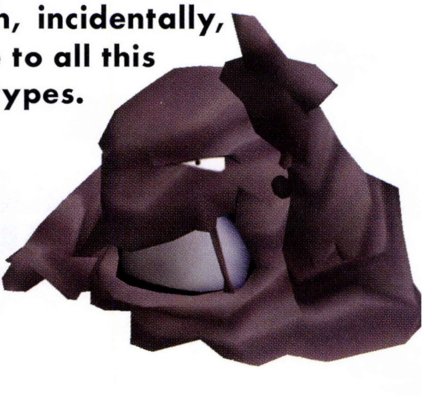
HYPNOSIS	PSY
LEECH SEED	GRS
TOXIC	PSN
PSYCHIC	PSY

FUCHSIA GYM

If you ask a Fuchsia Gym member, "What's your poison?" you will get a varied response—some prefer Bug-and-Poison-types, some like Grass-and-Poison-types, and others like their Poison-types straight up. One member likes Psychic-types, which, incidentally, are very strong against Poison-types. Our response to all this poison is a team heavy on the Psychic- and Ghost-types.

CLOYSTER
L50 OK
HP: 133/133
AT-VENON
L50 OK
HP: 146/146





RECOMMENDED RENTAL TEAM

Poison-types are favored in the Fuchsia Gym, so our team features a combination of Psychic-, Ghost- and Ground-types as the antidote. For the unusual Psychic-type-packed team, we suggest Cloyster's chilly Aurora Beam, Gengar's soothing Hypnosis, and Electrode's shocking Thunder.

#51 DUGTRIO

LEV. 50/HP 118

GROUND

DIG	GRD
SAND-ATTACK	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

#64 KADABRA

LEV. 50/HP 123

PSYCHIC

PSYBEAM	PSY
THUNDER WAVE	ELC
RECOVER	NRM
SEISMIC TOSS	FTG

#91 CLOYSTER

LEV. 50/HP 133

WATER ICE

AURORA BEAM	ICE
SELFDESTRUCT	NRM
CLAMP	WTR
SPIKE CANNON	NRM

#94 GENGAR

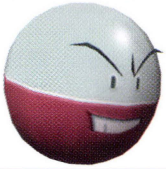
LEV. 50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#101 ELECTRODE

LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELFDESTRUCT	NRM

#122 MR. MIME

LEV. 50/HP 123

PSYCHIC

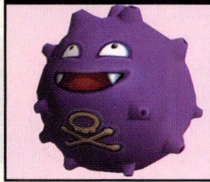
BARRIER	PSY
PSYCHIC	PSY
SEISMIC TOSS	FTG
COUNTER	FTG

BATTLE 1
BIKER

Mr. Mime and Kadabra can handle most of the Poison-types, but watch out for At-venon, because Bug-types really bother Psychic-types. Gengar is a Ghost-type, but it can take on the Poison-, Bug-, Water- and Normal-types without much effort with its varied and powerful attacks.

#109 FING-KOF

LEV. 50/HP 126



POISON

TOXIC	PSN
SLUDGE	PSN
HAZE	ICE
EXPLOSION	NRM

#88 ER-GRIM

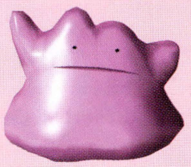
LEV. 50/HP 166

POISON

TOXIC	PSN
MINIMIZE	NRM
SCREECH	NRM
MEGA DRAIN	GRS

#132 TOD-IT

LEV. 50/HP 135

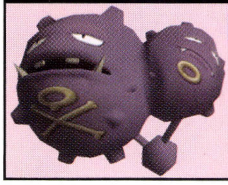


NORMAL

TRANSFORM	NRM

#110 ZING-WEE

LEV. 50/HP 143



POISON

TOXIC	PSN
SELFDESTRUCT	NRM
THUNDERBOLT	ELC
SLUDGE	PSN

#48 AT-VENON

LEV. 50/HP 146

BUG POISON

TOXIC	PSN
PSYCHIC	PSY
LEECH LIFE	BUG
TAKE DOWN	NRM

#72 ACOOL-TENT

LEV. 50/HP 126

WATER POISON

TOXIC	PSN
SUPERSONIC	NRM
WRAP	NRM
CONSTRICT	NRM

BATTLE 2
TAMER

The Psychic- and Ghost-type Pokémon on your team will do very well against Tamer's Grass-type Pokémon. Gengar's Thunderbolt will crack Lerking's shell, and Cloyster is sure to stop Slashsand. Lead with Gengar, and have Kadabra and Cloyster at the ready.

#99 LERKING LEV. 50/HP 133

WATER

CRABHAMMER	WTR
TOXIC	PSN

#28 SLASHSAND LEV. 50/HP 153

GROUND

SAND-ATTACK	NRM
SLASH	NRM

#123 THERSCY LEV. 50/HP 148

BUG FLYING

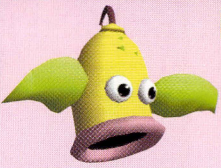
SLASH	NRM
AGILITY	PSY
WING ATTACK	FLY

#2 SAURIVY LEV. 50/HP 142

GRASS POISON

RAZOR LEAF	GRS
LEECH SEED	GRS

#70 BELLWEEPIN LEV. 50/HP 147



GRASS POISON

RAZOR LEAF	GRS
POISONPOWDER	PSN

#67 CHOKEMA LEV. 50/HP 162

FIGHTING

KARATE CHOP	NRM
LOW KICK	FTG

BATTLE 3
JUGGLER

Juggler has his own psychic friends network in this supernatural team of Pokémon. Even Slow-bro, his Water-type, has the gift of psychic ability. Gengar will put those Psychic-types to sleep, Electrode will shock 'em and Cloyster will put 'em on ice.

#96 DROW-ZEE LEV. 50/HP 146

PSYCHIC

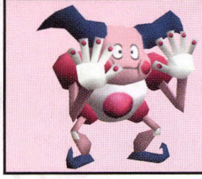
MIMIC	NRM
SUBSTITUTE	NRM
POUND	NRM
CONFUSION	PSY

#64 KAD-ABRA LEV. 50/HP 126

PSYCHIC

SUBSTITUTE	NRM
METRONOME	NRM
RECOVER	NRM
PSYWAVE	PSY

#122 MR.-MIME LEV. 50/HP 123



PSYCHIC

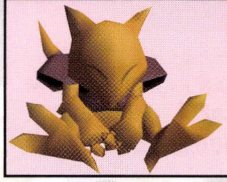
MIMIC	NRM
METRONOME	NRM
SEISMIC TOSS	FTG

#97 HYP-NO LEV. 50/HP 168

PSYCHIC

MIMIC	NRM
METRONOME	NRM
POISON GAS	PSN

#63 AB-RA LEV. 50/HP 111



PSYCHIC

SUBSTITUTE	NRM
METRONOME	NRM
PSYCHIC	PSY

#80 SLOW-BRO LEV. 50/HP 178

WATER PSYCHIC

MIMIC	NRM
SUBSTITUTE	NRM
BUBBLEBEAM	WTR

LEADER
KOGA

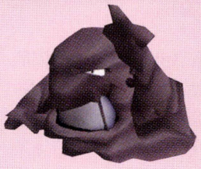
Koga's poisonous team shouldn't faze Gengar and Dugtrio. The Ghost-type and the Ground-type are sure-fire cures for the Poison-types, but both Kadabra and Mr. Mime also have what it takes to combat the pure Poison-types. The Bug-types, however, will beat up on Psychic-types.

#49 VENOMOTH LEV. 50/HP 153

BUG POISON

MEGA DRAIN	GRS
SLEEP POWDER	GRS
PSYBEAM	PSY
DOUBLE-EDGE	NRM

#89 MUK LEV. 50/HP 188



POISON

SLUDGE	PSN
MINIMIZE	NRM
POISON GAS	PSN
HYPER BEAM	NRM

#110 WEEZING LEV. 50/HP 148

POISON

SLUDGE	PSN
SMOKESCREEN	NRM
THUNDERBOLT	ELC
FIRE BLAST	FIR

#48 VENONAT LEV. 50/HP 147

BUG POISON

STUN SPORE	GRS
SUPERSONIC	NRM
PSYCHIC	PSY
MEGA DRAIN	GRS

#30 NIDORINA LEV. 50/HP 159

POISON

DOUBLE KICK	FTG
THUNDER	ELC
ICE BEAM	ICE
TOXIC	PSN

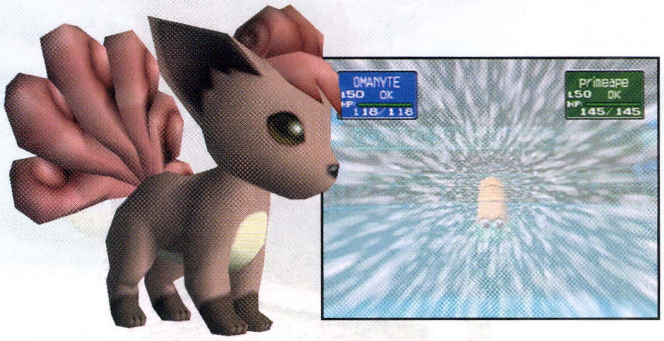
#33 NIDORINO LEV. 50/HP 150

POISON

TOXIC	PSN
FURY ATTACK	NRM
THUNDERBOLT	ELC
BUBBLEBEAM	WTR

SAFFRON GYM

While Saffron Gym may have more than its fair share of Psychic- and Ghost-types, it's an equal-opportunity gym that has plenty of other types to keep you busy. You might have to fight Fire-, Fighting-, Water-, Poison-, Normal- and Dragon-types to make it through this gym's workout.



KADABRA
L50 OK
HP 31/123
primeap
L50 OK
HP 145/

RECOMMENDED RENTAL TEAM

Your rental team should be made up of six Pokémon types, with no Bug-types. Although Psychic-types are weak against Bug-types, create your team with Pokémon that have the Ice-, Electric- and Rock-type attacks that Psychic-types are also weak against.

#51 DUGTRIO LEV. 50/HP 118

GROUND

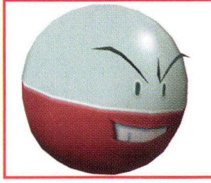
DIG	GRD
SAND-ATTACK	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

#64 KADABRA LEV. 50/HP 123

PSYCHIC

PSYBEAM	PSY
THUNDER WAVE	ELC
RECOVER	NRM
SEISMIC TOSS	FTG

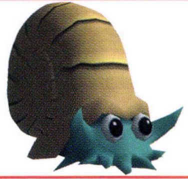
#101 ELECTRODE LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELFDESTRUCT	NRM

#138 OMANYTE LEV. 50/HP 118



ROCK WATER

BLIZZARD	ICE
SURF	WTR
DOUBLE-EDGE	NRM
DOUBLE TEAM	NRM

#136 FLAREON LEV. 50/HP 148

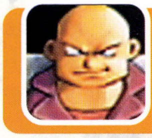
FIRE

FIRE BLAST	FIR
SAND-ATTACK	NRM
TOXIC	PSN
DOUBLE-EDGE	NRM

#149 DRAGONITE LEV. 50/HP 174

DRAGON FLYING

SLAM	NRM
MIMIC	NRM
SURF	WTR
SUBSTITUTE	NRM



BATTLE 1
CUEBALL

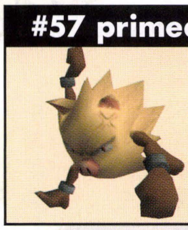
Cueball prefers tough Pokémon, from the thick-skinned dragonair to the rough and ready Fighting-types, machop, mankey and primeape. Break through this formidable lineup with Omanyte and Kadabra and have Electrode in the mix to combat dewgong.

#148 dagonair LEV. 50/HP 141

DRAGON

WRAP	NRM
SLAM	NRM
HYPER BEAM	NRM
DRAGON RAGE	DRG

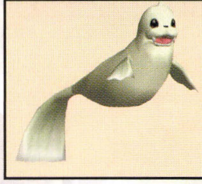
#57 primeape LEV. 50/HP 145



FIGHTING

FURY SWIPES	NRM
COUNTER	FTG
DIG	GRD
THRASH	NRM

#87 dewgong LEV. 50/HP 170



WATER ICE

HEADBUTT	NRM
STRENGTH	NRM
SKULL BASH	NRM
TAKE DOWN	NRM

#56 mankey LEV. 50/HP 127

FIGHTING

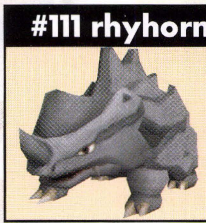
SEISMIC TOSS	FTG
SUBMISSION	FTG
PAY DAY	NRM
ROCK SLIDE	RCK

#66 machop LEV. 50/HP 157

FIGHTING

SUBMISSION	FTG
DOUBLE-EDGE	NRM
EARTHQUAKE	GRD
BIDE	NRM

#111 rhyhorn LEV. 50/HP 167



ROCK GROUND

HORN DRILL	NRM
BODY SLAM	NRM
EARTHQUAKE	GRD
STOMP	NRM

BATTLE 2
BURGLAR

The Burglar has stolen a bunch of Fire-types for his team. Omanyte is a great choice, since its dual Rock- and-Water-types are both effective against Fire-types. Dugtrio can also fight fire with the best of 'em, and Dragonite's Surf attack wins it a place on your squad.

#38 TALAR
LEV. 50/HP 153

FIRE

FIRE BLAST	FIR
CONFUSE RAY	GHO
BIDE	NRM
HYPER BEAM	NRM

#37 VULAR
LEV. 50/HP 125

FIRE

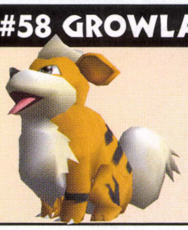
FLAMETHROWER	FIR
DOUBLE-EDGE	NRM
REFLECT	PSY
DOUBLE TEAM	NRM

#77 PONYLAR
LEV. 50/HP 137

FIRE

FIRE SPIN	FIR
TAKE DOWN	NRM
TOXIC	PSN
MIMIC	NRM

#58 GROWLAR
LEV. 50/HP 142



FIRE

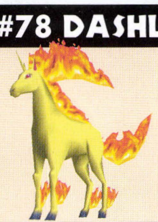
FIRE BLAST	FIR
BODY SLAM	NRM
DIG	GRD
SWIFT	NRM

#5 CHARMELAR
LEV. 50/HP 145

FIRE

SLASH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG
RAGE	NRM

#78 DASHLAR
LEV. 50/HP 145



FIRE

EMBER	FIR
AGILITY	PSY
STOMP	NRM
HORN DRILL	NRM

BATTLE 3
MEDIUM

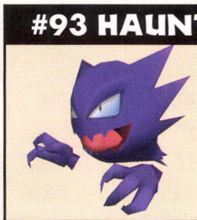
Ghost-types dislike fire, making Flareon fit for this fight. Kadabra's Fighting- and Psychic-type attacks will tackle a Normal-type and a Poison-type. Electrode, however, is powerful enough to handle all of Medium's team practically on its own.

#92 GAST-LY
LEV. 50/HP 117

GHOST POISON

CONFUSE RAY	GHO
TOXIC	PSN
THUNDERBOLT	ELC
PSYCHIC	PSY

#93 HAUNT-ER
LEV. 50/HP 134



GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
PSYCHIC	PSY

#94 GEN-GAR
LEV. 50/HP 140

GHOST POISON

CONFUSE RAY	GHO
TOXIC	PSN
MEGA DRAIN	GRS

#42 GOL-BAT
LEV. 50/HP 155

POISON FLYING

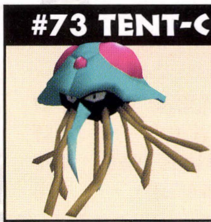
CONFUSE RAY	GHO
MIMIC	NRM
SCREECH	NRM
SWIFT	NRM

#108 LICKI-TUNG
LEV. 50/HP 173

NORMAL

SUPERSONIC	NRM
SCREECH	NRM
REST	PSY

#73 TENT-CRUEL
LEV. 50/HP 160



WATER POISON

SUPERSONIC	NRM
BARRIER	PSY
HYDRO PUMP	WTR
SCREECH	NRM

LEADER
SABRINA

Every Pokémon on Sabrina's team has Psychic-type ability and attacks. Electrode and Omanyte have the Electric-, Rock- and Ice-type attacks to combat the Psychic-types on the team, and Flareon can take on both the Grass-type Exeggutor and the Ice-type Jynx.

#65 ALAKAZAM
LEV. 50/HP 135

PSYCHIC

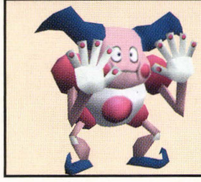
PSYBEAM	PSY
DISABLE	NRM
TOXIC	PSN
DIG	GRD

#64 KADABRA
LEV. 50/HP 118

PSYCHIC

DISABLE	NRM
PSYBEAM	PSY
REFLECT	PSY
SEISMIC TOSS	FTG

#122 MR. MIME
LEV. 50/HP 118



PSYCHIC

DOUBLESLAP	NRM
PSYCHIC	PSY
THUNDER WAVE	ELC
SOLARBEAM	GRS

#97 HYPNO
LEV. 50/HP 163

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
CONFUSION	PSY
MEGA PUNCH	NRM

#103 EXEGGUTOR
LEV. 50/HP 173

GRASS PSYCHIC

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYWAVE	PSY

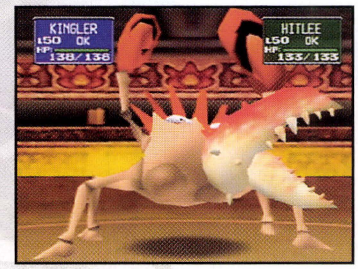
#124 JYNX
LEV. 50/HP 143

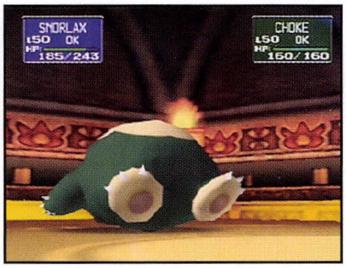
ICE PSYCHIC

LOVELY KISS	NRM
ICE PUNCH	ICE
PSYWAVE	PSY
BUBBLEBEAM	WTR

CINNABAR GYM

While Cinnabar's Gym Leader, Blaine, might like to play with Fire-types, the rest of the Gym members don't feel they need to keep that torch burning. They do like to have a theme, however. Judoboy prefers Fighting-types, Psychic senses the power of Psychic- and Water-types, and Nerd's Pokémon have a tendency to self destruct or explode.





RECOMMENDED RENTAL TEAM

Mr. Mime can overpower the Fighting- and Poison-types you'll encounter first. Ghost-type Gengar's Thunderbolt attack is perfect for the match with Psychic, and you'll need a resilient group to defeat Nerd. To cool off Blaine's Fire-types, bring along Vaporeon and Kingler.

#94 GENGAR LEV. 50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#101 ELECTRODE LEV. 50/HP 143

ELECTRIC

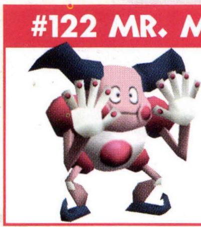
THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELFDESTRUCT	NRM

#99 KINGLER LEV. 50/HP 138

WATER

CRABHAMMER	WTR
STRENGTH	NRM
BIDE	NRM
LEER	NRM

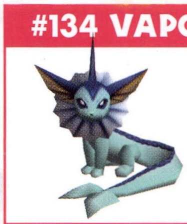
#122 MR. MIME LEV. 50/HP 123



PSYCHIC

BARRIER	PSY
PSYCHIC	PSY
SEISMIC TOSS	FTG
COUNTER	FTG

#134 VAPOREON LEV. 50/HP 213



WATER

ACID ARMOR	PSN
AURORA BEAM	ICE
SURF	WTR
QUICK ATTACK	NRM

#143 SNORLAX LEV. 50/HP 243

NORMAL

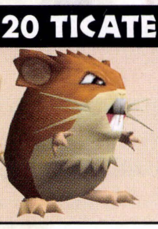
THUNDER	ELC
HEADBUTT	NRM
REST	PSY
BIDE	NRM

BATTLE 1

JUDOBOY

Mr. Mime will be the MVP in this match—and if Judoboy sticks to his Fighting- and Poison-types, the Marcel Marceau of Pokémon will easily defeat 'em all with its mind-bending Psychic attack. Bring Gengar and Snorlax along, just in case something goes awry.

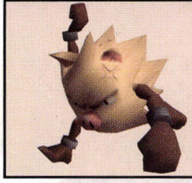
#20 TICATE LEV. 50/HP 135



NORMAL

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
ICE BEAM	ICE

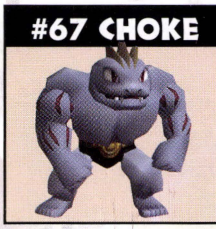
#57 PRIME LEV. 50/HP 145



FIGHTING

FOCUS ENERGY	NRM
TAKE DOWN	NRM
THRASH	NRM
DIG	GRD

#67 CHOKE LEV. 50/HP 160



FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
EARTHQUAKE	GRD

#34 NIDO LEV. 50/HP 161

POISON GROUND

FOCUS ENERGY	NRM
TAKE DOWN	NRM
SURF	WTR

#106 HITLEE LEV. 50/HP 133

FIGHTING

FOCUS ENERGY	NRM
HI JUMP KICK	FTG
MEGA KICK	NRM
JUMP KICK	FTG

#68 CHAMP LEV. 50/HP 170

FIGHTING

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
DIG	GRD

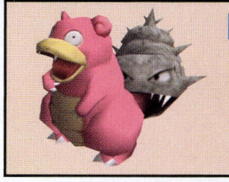
BATTLE 2

PSYCHIC

Psychic's team will try to psyche you out, but with a combination of Snorlax's high HP and strong attacks, Gengar's ghostly charms and Electrode's Toxic attack, you should come out on top. Use Electrode's Self Destruct to take out any particularly persistent Pokémon.

#80 BROENZA

LEV. 50/HP 181

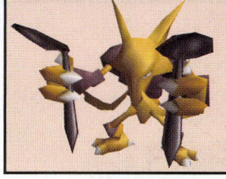


WATER PSYCHIC

MIMIC	NRM
PSYCHIC	PSY
SURF	WTR
HEADBUTT	NRM

#65 ZAMENZA

LEV. 50/HP 141

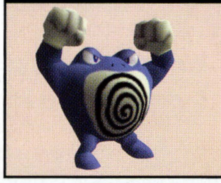


PSYCHIC

KINESIS	PSY
COUNTER	FTG
SEISMIC TOSS	FTG
PSYBEAM	PSY

#62 WRATHENZA

LEV. 50/HP 176

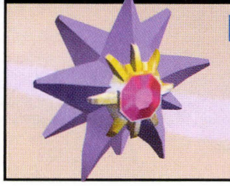


WATER FIGHTING

SUBMISSION	FTG
DOUBLE TEAM	NRM
HYDRO PUMP	WTR
PSYWAVE	PSY

#121 MIENZA

LEV. 50/HP 146



WATER PSYCHIC

SWIFT	NRM
FLASH	NRM
HYPER BEAM	NRM
THUNDER	ELC

#124 JYNENZA

LEV. 50/HP 151

ICE PSYCHIC

ICE BEAM	ICE
LOVELY KISS	NRM
TOXIC	PSN
SEISMIC TOSS	FTG

#97 HYPNENZA

LEV. 50/HP 174

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
SUBMISSION	FTG
FLASH	NRM

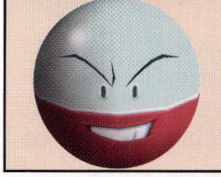
BATTLE 3

NERD

Often, the first two Pokémon on Nerd's team will use Self Destruct or Explosion. Vaporeon and Snorlax are tough and will usually survive these attacks if they haven't already taken a lot of damage. Mr. Mime and Electrode are both fast and will get some damage in before everything goes boom.

#101 TRODELECT

LEV. 50/HP 142

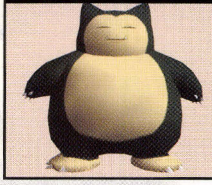


ELECTRIC

EXPLOSION	NRM
THUNDERBOLT	ELC
SCREECH	NRM
SONICBOOM	NRM

#143 LAXSNOR

LEV. 50/HP 242



NORMAL

SELF DESTRUCT	NRM
HEADBUTT	NRM
EARTHQUAKE	GRD
SKULL BASH	NRM

#76 LEMGO

LEV. 50/HP 162

ROCK GROUND

SELF DESTRUCT	NRM
ROCK SLIDE	RCK
DIG	GRD
RAGE	NRM

#103 UTOREXEGG

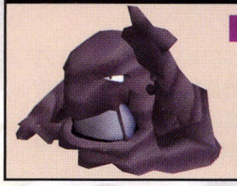
LEV. 50/HP 177

GRASS PSYCHIC

EXPLOSION	NRM
PSYCHIC	PSY
EGG BOMB	NRM
MEGA DRAIN	GRS

#89 UMK

LEV. 50/HP 187



POISON

SELF DESTRUCT	NRM
SLUDGE	PSN
BODY SLAM	NRM
TOXIC	PSN

#91 STERCLOY

LEV. 50/HP 132

WATER ICE

EXPLOSION	NRM
CLAMP	WTR
SWIFT	NRM
WITHDRAW	WTR

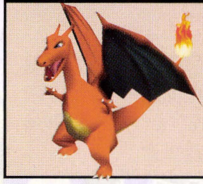
LEADER

BLAINE

Vaporeon and Kingler are naturals in a fight against Fire-types. Blaine does have a pair of Normal-types on his side, which can be handled by Electrode and its Self Destruct attack. Vaporeon's Surf is the best Water-type attack on your team, so you will want to save it for the end.

#6 CHARIZARD

LEV. 50/HP 165



FIRE FLYING

SLASH	NRM
EARTHQUAKE	GRD
FLY	FLY
FLAMETHROWER	FIR

#59 ARCANINE

LEV. 50/HP 175

FIRE

BODY SLAM	NRM
FIRE BLAST	FIR
DRAGON RAGE	DRG
DIG	GRD

#78 RAPIDASH

LEV. 50/HP 150

FIRE

AGILITY	PSY
STOMP	NRM
FIRE SPIN	FIR
HORN DRILL	NRM

#126 MAGMAR

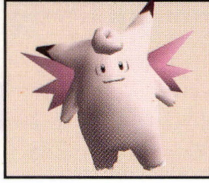
LEV. 50/HP 150

FIRE

BODY SLAM	NRM
FIRE PUNCH	FIR
CONFUSE RAY	GHO
PSYCHIC	PSY

#36 CLEFABLE

LEV. 50/HP 180



NORMAL

ICE BEAM	ICE
FIRE BLAST	FIR
THUNDERBOLT	ELC
THUNDER WAVE	ELC

#115 KANGASKHAN

LEV. 50/HP 190

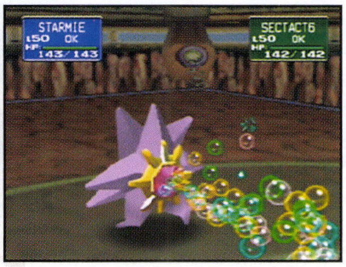
NORMAL

FIRE BLAST	FIR
SURF	WTR
THUNDERBOLT	ELC
EARTHQUAKE	GRD

VIRIDIAN GYM

You've made it to the last gym, where the Trainers favor extremely varied and mighty teams with no underlying themes. Giovanni, the Gym Leader, has a hardy team that is difficult to defeat—and his Persian is unbelievably potent. Defeat this bunch with a team full of Pokémon that attack fast and can take a lot of damage.

KANGASKHAN
L50 OK
HP 150/188
SECTACT6
L50 OK
HP 90/142



RECOMMENDED RENTAL TEAM

There is plenty of electricity on this team, and that's because Electric-type attacks, such as Thunder or Thunderbolt, can cause a ton of damage to many different types Pokémon. Gengar and Alakazam also have plenty of power against nearly any type of Pokémon. Add to that Starmie's versatility and a strong Normal-type, and you have a great team!

#115 KANGASKHAN LEV. 50/HP 188

NORMAL

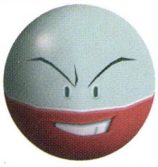
DIZZY PUNCH	NRM
ROCK SLIDE	RCK
LEER	NRM
THUNDERBOLT	ELC

#115 GENGAR LEV. 50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#101 ELECTRODE LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELFDESTRUCT	NRM

#148 DRAGONAIR LEV. 50/HP 144

DRAGON

HYPER BEAM	NRM
THUNDERBOLT	ELC
FIRE BLAST	FIR
THUNDER WAVE	ELC

#65 ALAKAZAM LEV. 50/HP 138

PSYCHIC

CONFUSION	PSY
REFLECT	PSY
KINESIS	PSY
DIG	GRD

#121 STARMIE LEV. 50/HP 143

WATER PSYCHIC

BUBBLEBEAM	WTR
THUNDER	ELC
MINIMIZE	NRM
TRI ATTACK	NRM

BATTLE 1
ROCKET

Rocket will try to fire his best Pokémon your way, but you'll be ready for the onslaught if you have Gengar, Starmie and Kangaskhan or Alakazam with you. Gengar and Starmie are used here for their types as well as the Electric-type attacks they can use.

#42 GOLBACT1 LEV. 50/HP 157

POISON FLYING

WING ATTACK	FLY
CONFUSE RAY	GHO
DOUBLE-EDGE	NRM
TAKE DOWN	NRM

#20 CATACT2 LEV. 50/HP 137

NORMAL

HYPER FANG	NRM
SUPER FANG	NRM
ICE BEAM	ICE
DIG	GRD

#53 PERACT3 LEV. 50/HP 147

NORMAL

BODY SLAM	NRM
BUBBLEBEAM	WTR
SCREECH	NRM
THUNDER	ELC

#146 MOLTRACT4 LEV. 50/HP 172

FIRE FLYING

FIRE SPIN	FIR
FLY	FLY
DOUBLE-EDGE	NRM
TOXIC	PSN

#85 DRIOACT5 LEV. 50/HP 142

NORMAL FLYING

DRILL PECK	FLY
AGILITY	PSY
DOUBLE-EDGE	NRM
RAGE	NRM

#47 SECTACT6 LEV. 50/HP 142

BUG GRASS

SPORE	GRS
SOLARBEAM	GRS
GROWTH	NRM
MEGA DRAIN	GRS

BATTLE 2
LAB MAN

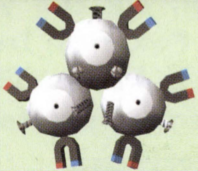
If you break down Lab Man's team into its basic components, you will see that defeating him, while not simple, is far from impossible. Try the equation Electrode plus Starmie plus Dragonair or Alakazam to get the best results. Be careful around Chan-mon—its attacks are very strong.

#141 TOPS-KABU
LEV. 50/HP 142

ROCK WATER

DOUBLE TEAM	NRM
SLASH	NRM
SURF	WTR
HYPER BEAM	NRM

#82 TON-MAGNE
LEV. 50/HP 132



ELECTRIC

DOUBLE TEAM	NRM
SWIFT	NRM
SCREECH	NRM
THUNDER	ELC

#22 OW-FEAR
LEV. 50/HP 147

NORMAL FLYING

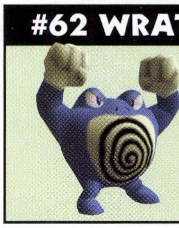
DOUBLE-EDGE	NRM
DOUBLE TEAM	NRM
FLY	FLY
TOXIC	PSN

#107 CHAN-MON
LEV. 50/HP 132

FIGHTING

DOUBLE TEAM	NRM
SEISMIC TOSS	FTG
ICE PUNCH	ICE
MEGA KICK	NRM

#62 WRATH-POLI
LEV. 50/HP 172



WATER FIGHTING

DOUBLE TEAM	NRM
BODY SLAM	NRM
HYDRO PUMP	WTR
PSYCHIC	PSY

#108 TUNG-LICKI
LEV. 50/HP 172

NORMAL

DOUBLE TEAM	NRM
SLAM	NRM
THUNDERBOLT	ELC
BLIZZARD	ICE

BATTLE 3
COOL ♂

How cool is Cool? Well, very. Cool's team is quite a challenge, but with Electrode and Gengar in to battle the Water- and Flying-types and Dragonair in to take on Normal- and Electric-types, you should end up looking pretty cool yourself.

#139 OMSTOR
LEV.50/HP152

WATER ROCK

SPIKE CANNON	NRM
HYDRO PUMP	WTR
BIDE	NRM
HYPER BEAM	NRM

#85 DRIOSTOR
LEV. 50/HP 142

NORMAL FLYING

AGILITY	PSY
BODY SLAM	NRM
DRILL PECK	FLY
TRI ATTACK	NRM

#73 CRUELSTOR
LEV. 50/HP 162

WATER POISON

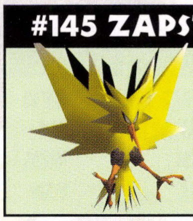
SUPERSONIC	NRM
BARRIER	PSY
WRAP	NRM
HYDRO PUMP	WTR

#36 FABLESTOR
LEV. 50/HP 177

NORMAL

MINIMIZE	NRM
METRONOME	NRM
SEISMIC TOSS	FTG
THUNDERBOLT	ELC

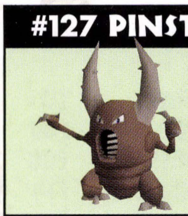
#145 ZAPSTOR
LEV. 50/HP 172



ELECTRIC FLYING

FLY	FLY
THUNDER	ELC
SKY ATTACK	FLY
THUNDER WAVE	ELC

#127 PINSTOR
LEV. 50/HP 147



BUG

BIND	NRM
SEISMIC TOSS	FTG
TOXIC	PSN
SLASH	NRM

LEADER
GIOVANNI

The shady character Giovanni has a very good team to use against any poor souls who wander into Viridian Gym. Rugged Dragonair is a good lead Pokémon, Starmie will teach those Ground-types a lesson and Gengar should put the Poison- and Normal-types to sleep.

#53 PERSIAN
LEV. 50/HP 150

NORMAL

TOXIC	PSN
SLASH	NRM
THUNDERBOLT	ELC
BUBBLEBEAM	WTR

#51 DUGTRIO
LEV. 50/HP 120

GROUND

SAND-ATTACK	NRM
SLASH	NRM
DIG	GRD
ROCK SLIDE	RCK

#31 NIDOQUEEN
LEV. 50/HP 175

POISON GROUND

DOUBLE KICK	FTG
EARTHQUAKE	GRD
STRENGTH	NRM
SURF	WTR

#34 NIDOKING
LEV. 50/HP 166

POISON GROUND

HORN DRILL	NRM
THUNDER	ELC
BLIZZARD	ICE
TOXIC	PSN

#112 RHYDON
LEV. 50/HP 190

ROCK GROUND

FURY ATTACK	NRM
EARTHQUAKE	GRD
BODY SLAM	NRM
FISSURE	GRD

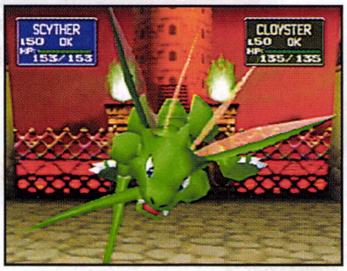
#128 TAUROS
LEV. 50/HP 160

NORMAL

THUNDER	ELC
BLIZZARD	ICE
FIRE BLAST	FIR
STOMP	NRM

VS. ELITE FOUR

It's said that whoever reaches the top of Gym Leader Castle is the ultimate Pokémon Trainer—well, you're on top, but can you stay there? The Elite Four are quite possibly the best Pokémon Trainers in the world, and now you are challenging them in battle. The four specialize in some of the toughest types of Pokémon to defeat.



STARYU L50 OK HP: 113/113
DEWGONG L50 OK HP: 175/175

It regained health!

RECOMMENDED RENTAL TEAM

Before you go into battle with the Elite Four, you must prepare a fightin'-tough team of superior Pokémon with diverse attacks. Our rental team packs enough power to stay on top of Gym Leader Castle...maybe even for more than four battles...

#94 GENGAR

LEV. 50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#148 DRAGONAIR

LEV. 50/HP 144

DRAGON

HYPER BEAM	NRM
THUNDERBOLT	ELC
FIRE BLAST	FIR
THUNDER WAVE	ELC

#120 STARYU

LEV. 50/HP 113

WATER PSYCHIC

THUNDERBOLT	ELC
RECOVER	NRM
SURF	WTR
PSYCHIC	PSY

#135 JOLTEON

LEV. 50/HP 148

ELECTRIC

THUNDER	ELC
TOXIC	PSN
PIN MISSILE	BUG
DOUBLE KICK	FTG

#123 SCYTHER

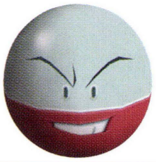
LEV. 50/HP 153

BUG FLYING

DOUBLE TEAM	NRM
WING ATTACK	FLY
SLASH	NRM
TOXIC	PSN

#101 ELECTRODE

LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELFDESTRUCT	NRM

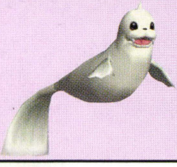
BATTLE 1

LORELEI

If you take a ton of Electric-type power in with you, you will have Lorelei's team blacked out in no time. Jolteon's speed and superlative Thunder attack make it an excellent starter. Watch out for Dewgong's Rest attack—it can regain its health and come back for more.

#87 DEWGONG

LEV. 50/HP 175



WATER ICE

AURORA BEAM	ICE
REST	PSY
TAKE DOWN	NRM
SURF	WTR

#91 CLOYSTER

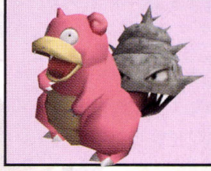
LEV. 50/HP 135

WATER ICE

SUPERSONIC	NRM
CLAMP	WTR
SPIKE CANNON	NRM
EXPLOSION	NRM

#80 SLOWBRO

LEV. 50/HP 180



WATER PSYCHIC

SURF	WTR
PSYCHIC	PSY
THUNDER WAVE	ELC
TRI ATTACK	NRM

#124 JYNX

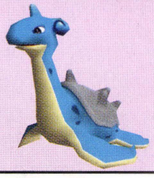
LEV. 50/HP 150

ICE PSYCHIC

LOVELY KISS	NRM
THRASH	NRM
ICE PUNCH	ICE
REFLECT	PSY

#131 LAPRAS

LEV. 50/HP 215



WATER ICE

BODY SLAM	NRM
CONFUSE RAY	GHO
BLIZZARD	ICE
HYDRO PUMP	WTR

#144 ARTICUNO

LEV. 50/HP 175

ICE FLYING

BUBBLEBEAM	WTR
SKY ATTACK	FLY
TOXIC	PSN
DOUBLE-EDGE	NRM

BATTLE 2

BRUNO

Lead with Gengar, and use Hypnosis and Dream Eater on Bruno's bruisers. Scyther's Wing Attack will work wonders on the Fighting-types if Gengar doesn't finish the job on its own, and Staryu will make sure the Ground-types are all washed up.

#95 ONIX

LEV. 50/HP 122

ROCK **GROUND**

SCREECH	NRM
BIND	NRM
ROCK SLIDE	RCK
EARTHQUAKE	GRD

#107 HITMONCHAN

LEV. 50/HP 137

FIGHTING

MEGA PUNCH	NRM
THUNDERPUNCH	ELC
DOUBLE TEAM	NRM
ICE BEAM	ICE

#106 HITMONLEE

LEV. 50/HP 137

FIGHTING

HI JUMP KICK	FTG
MEGA KICK	NRM
MEDITATE	PSY
DOUBLE TEAM	NRM

#68 MACHAMP

LEV. 50/HP 177

FIGHTING

KARATE CHOP	NRM
SUBMISSION	FTG
HYPER BEAM	NRM
SEISMIC TOSS	FTG

#76 GOLEM

LEV. 50/HP 167

ROCK **GROUND**

DOUBLE-EDGE	NRM
EXPLOSION	NRM
DIG	GRD
TOXIC	PSN

#112 RHYDON

LEV. 50/HP 192

GROUND **ROCK**

FURY ATTACK	NRM
HORN DRILL	NRM
BODY SLAM	NRM
FISSURE	GRD

BATTLE 3

AGATHA

Lead with Staryu and make a shocking entrance. Scyther's speed gives it an edge, and Bug-types are strong against Grass- and Poison-types. Jolteon is unusually strong against Ghost-types, so put it on the team again.

#93 HAUNTER

LEV. 50/HP 132

GHOST **POISON**

THUNDERBOLT	ELC
NIGHT SHADE	GHO
HYPNOSIS	PSY
DREAM EATER	GHO

#42 GOLBAT

LEV. 50/HP 160

POISON **FLYING**

SUPERSONIC	NRM
HAZE	ICE
MEGA DRAIN	GRS
SWIFT	GRS

#24 ARBOK

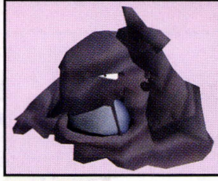
LEV. 50/HP 145

POISON

GLARE	NRM
WRAP	NRM
SCREECH	NRM
FISSURE	GRD

#89 MUK

LEV. 50/HP 190



POISON

MINIMIZE	NRM
SLUDGE	PSN
EXPLOSION	NRM
BODY SLAM	NRM

#3 VENUSAUR

LEV. 50/HP 165

GRASS **POISON**

LEECH SEED	GRS
RAZOR LEAF	GRS
TOXIC	PSN
MEGA DRAIN	GRS

#94 GENGAR

LEV. 50/HP 145

GHOST **POISON**

CONFUSE RAY	GHO
BIDE	NRM
EXPLOSION	NRM
PSYCHIC	PSY

BATTLE 6

LANCE

Lance will vary his team greatly, but with the high-voltage team of Gengar, Jolteon and Staryu, you should be able to spark a victory. Most of his Pokémon are affected by a well-aimed Electric-type attack, including Kangaskhan.

#130 GYARADOS

LEV. 50/HP 180

WATER **FLYING**

DRAGON RAGE	DRG
HYDRO PUMP	WTR
BODY SLAM	NRM
THUNDERBOLT	ELC

#148 DRAGONAIR

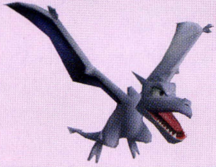
LEV. 50/HP 148

DRAGON

THUNDER WAVE	ELC
WRAP	NRM
ICE BEAM	ICE
TOXIC	PSN

#142 AERODACTYL

LEV. 50/HP 165



ROCK **FLYING**

SUPERSONIC	GRS
FLY	FLY
HYPER BEAM	NRM
SKY ATTACK	FLY

#131 LAPRAS

LEV. 50/HP 215

WATER **ICE**

BLIZZARD	ICE
THUNDERBOLT	ELC
SURF	WTR
CONFUSE RAY	GHO

#6 CHARIZARD

LEV. 50/HP 163

FIRE **FLYING**

SLASH	NRM
FLAMETHROWER	FIR
FIRE SPIN	FIR
TOXIC	PSN

#115 KANGASKHAN

LEV. 50/HP 192

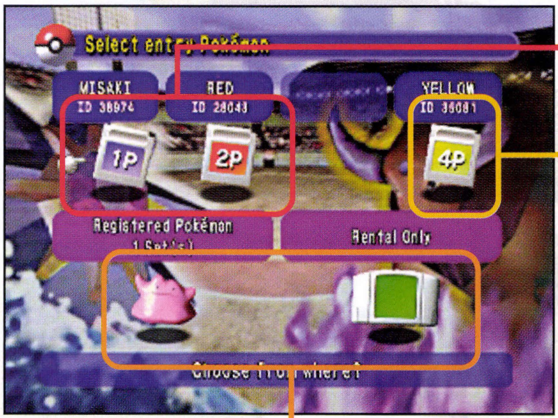
NORMAL

DIZZY PUNCH	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK
SURF	WTR

RIVAL

It seems as though Rival always manages to stay one step ahead of you. After you defeat the Elite Four, open the last door of the castle to find Rival waiting. He is a talented Trainer, and he uses a team of very diverse Pokémon. But his team will vary depending on whether you are using your own team of Pokémon or renting a team.

If you are renting Pokémon, Rival will fight with the Type A team. If you are playing with Pokémon from a Red or Blue cartridge, Rival will battle with either the Type B, Type C or Type D team, depending on which Pokémon you chose at the start of the game. If you are playing with a team from a Yellow cartridge, Rival will fight with a Type E, Type F or Type G team, depending on what his Eevee evolved into. If Eevee hasn't evolved yet in your Yellow Pak, a random team from Types E, F and G will be chosen.



TYPE A

If your Pokémon team came from a Red or Blue Pak, Rival will use one of these teams.

BULBASAUR

TYPE B

SQUIRTLE

TYPE C

CHARMANDER

TYPE D

If your Pokémon team came from the Yellow version of the game, Rival will use one of these teams.

VAPOREON

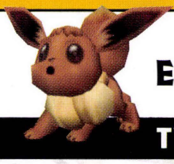
TYPE E

JOLTEON

TYPE F

FLAREON

TYPE G



EEVEE

TYPES E, F, G

RIVAL POKéMON TEAM

TYPE A

You will fight Rival with whichever team you fought the Elite Four with. That sort of mixed team will work well no matter which team Rival uses. Diversity on your team is always the way to tackle diverse opposing teams.

#103 EXEGGUTOR LEV. 50/HP 178

GRASS PSYCHIC

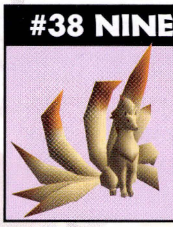
SOLARBEAM	GRS
LEECH SEED	GRS
DOUBLE-EDGE	NRM
TOXIC	PSN

#80 SLOWBRO LEV. 50/HP 178

WATER PSYCHIC

EARTHQUAKE	GRD
PSYCHIC	PSY
STRENGTH	NRM
SURF	WTR

#38 NINETALES LEV. 50/HP 156



FIRE

BODY SLAM	NRM
FLAMETHROWER	FIR
DIG	GRD
TOXIC	PSN

#36 CLEFABLE LEV. 50/HP 178

NORMAL

THUNDERBOLT	ELC
PSYCHIC	PSY
BLIZZARD	ICE
DOUBLE-EDGE	NRM

#135 ELECTABUZZ LEV. 50/HP 148

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
REFLECT	PSY

#127 PINSIR LEV. 50/HP 148

BUG

SWORDS DANCE	NRM
HYPER BEAM	NRM
SEISMIC TOSS	FTG
TOXIC	PSN

RED & BLUE VERSIONS

TYPE B

CHARIZARD	GYARADOS
ALAKAZAM	MAGNETON
EXEGGUTOR	DODRIO

TYPE C

VENUSAUR	ARCANINE
ALAKAZAM	GYARADOS
EXEGGUTOR	DODRIO

TYPE D

BLASTOISE	MAGNETON
ALAKAZAM	ARCANINE
EXEGGUTOR	DODRIO

YELLOW VERSION

TYPE E

VAPOREON	MAGNETON
ALAKAZAM*	ARCANINE
EXEGGUTOR	SANDSLASH

TYPE F

JOLTEON	ARCANINE
ALAKAZAM*	CLOYSTER
EXEGGUTOR	SANDSLASH

TYPE G

FLAREON	CLOYSTER
ALAKAZAM*	MAGNETON
EXEGGUTOR	SANDSLASH

#3 VENUSAUR LEV. 50/HP 164

GRASS **POISON**

RAZOR LEAF	GRS
SLEEP POWDER	GRS
SOLARBEAM	GRS
GROWTH	NRM

#9 BLASTOISE LEV. 50/HP 163

WATER

HYDRO PUMP	WTR
EARTHQUAKE	GRD
STRENGTH	NRM
ICE BEAM	ICE

#6 CHARIZARD LEV. 50/HP 162

FIRE **FLYING**

SLASH	NRM
FLAMETHROWER	FIR
FIRE SPIN	FIR
TOXIC	PSN

#65 ALAKAZAM LEV. 50/HP 139

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
FLASH	NRM
SEISMIC TOSS	FTG

#103 EXEGGUTOR LEV. 50/HP 179

GRASS **PSYCHIC**

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYCHIC	PSY

#59 ARCANINE LEV. 50/HP 174

FIRE

FLAMETHROWER	FIR
HYPER BEAM	NRM
DIG	GRD
BODY SLAM	NRM

#130 GYARADOS LEV. 50/HP 179

WATER **FLYING**

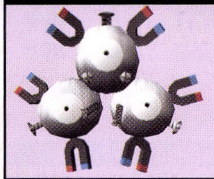
HYDRO PUMP	WTR
STRENGTH	NRM
ICE BEAM	ICE
THUNDER	ELC

#85 DODRIO LEV. 50/HP 144

NORMAL **FLYING**

DRILL PECK	FLY
TRI ATTACK	NRM
FURY ATTACK	NRM
REFLECT	PSY

#82 MAGNETON LEV. 50/HP 134



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
SWIFT	NRM

#134 VAPOREON LEV. 50/HP 214

WATER

DOUBLE-EDGE	NRM
SURF	WTR
BLIZZARD	ICE
TOXIC	PSN

#135 JOLTEON LEV. 50/HP 149

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
DOUBLE KICK	FTG
PIN MISSILE	BUG

#136 FLAREON LEV. 50/HP 149

FIRE

FIRE BLAST	FIR
BODY SLAM	NRM
FIRE SPIN	FIR
TOXIC	PSN

#65 ALAKAZAM★ LEV. 50/HP 139

PSYCHIC

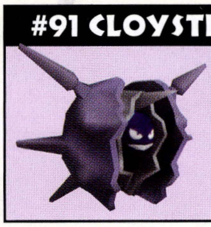
PSYCHIC	PSY
RECOVER	NRM
KINESIS	PSY
SEISMIC TOSS	FTG

#28 SANDSLASH LEV. 50/HP 159

GROUND

EARTHQUAKE	GRD
SLASH	NRM
FURY SWIPES	NRM
ROCK SLIDE	RCK

#91 CLOYSTER LEV. 50/HP 134



WATER **ICE**

EXPLOSION	NRM
BLIZZARD	ICE
SURF	WTR
DOUBLE-EDGE	NRM

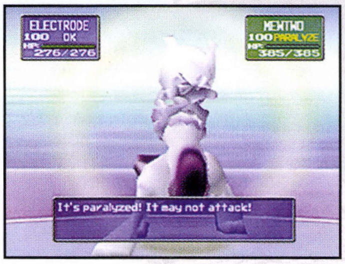
STARYU
L50 OK
HP: 113/113
HAUNTER
L50 OK
HP: 132/132

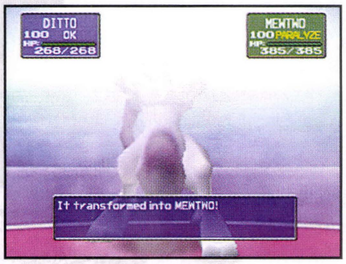
JOLTEON
L50 OK
HP: 148/148
HAUNTER
L50 OK
HP: 132/132

100 OK
HP: 364/364
100 OK
HP: 291/339

MEWTWO

Mewtwo will appear above the Stadium once you've completed all the Cups and Gym Leader Castle. It's fitted with three of the most powerful attacks, Psychic, Thunderbolt and Blizzard, and has Rest, which restores its high HP. Mewtwo can be defeated, however.


ELECTRODE
100 OK
HP: 276/276
MEWTWO
100 PARALYZE
HP: 385/385
It's paralyzed! It may not attack!


DITTO
100 OK
HP: 268/268
MEWTWO
100 PARALYZE
HP: 385/385
It transformed into MEWTWO!

MEWTWO

LEV. 100/HP 385

PSYCHIC

PSYCHIC	PSY
REST	PSY
THUNDERBOLT	ELC
BLIZZARD	ICE

RECOMMENDED RENTAL TEAM

You can bring up to six Pokémon into the battle, but your best bet is to send in Electrode or Magneton to paralyze Mewtwo with Thunder Wave, then use Ditto to transform into a copy of Mewtwo. If you use Blizzard several times, you should win the match easily.

#101 ELECTRODE

LEV. 100/HP 276

ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#132 DITTO

LEV. 100/HP 268

NORMAL

TRANSFORM	NRM

#22 FEAROW

LEV. 100/HP 286

NORMAL FLYING

DRILL PECK	FLY
MIRROR MOVE	FLY
HYPER BEAM	NRM
GROWL	NRM

#91 CLOYSTER

LEV. 100/HP 244

WATER ICE

ICE BEAM	ICE
BUBBLEBEAM	WTR
CLAMP	WTR
SUPERSONIC	NRM

#122 MR.MIME

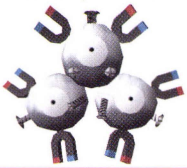
LEV. 100/HP 244

PSYCHIC

BARRIER	PSY
LIGHT SCREEN	PSY
PSYCHIC	PSY
HYPER BEAM	NRM

#82 MAGNETON

LEV. 100/HP 256



ELECTRIC

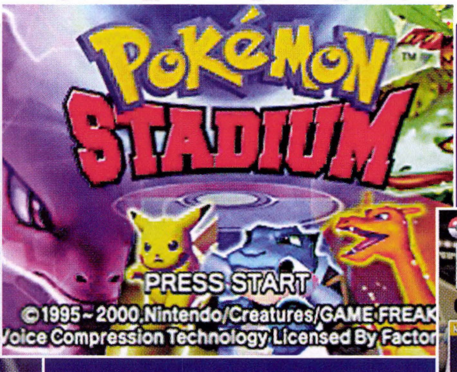
THUNDER	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
FLASH	NRM

AFTER MEWTWO, ROUND TWO

Once you have defeated Mewtwo, you will open up the second round of Pokémon Stadium. You have to take on all of the Cups, the Gym Leader Castle and, finally, Mewtwo, all over again. In Round Two, your opponents are much harder to defeat, naturally. You will still not be able to rent Mewtwo in this round, but you can rent Mew for the "anything goes" Prime Cup.

DITTO
100 OK
HP 13/268
MEWT
100
HP 0/

With Ditto's help, you have defeated Mewtwo. Congratulations! You're off to Round Two!


Pokémon
STADIUM
TM
PRESS START
©1995~2000 Nintendo/Creatures/GAME FREAK
Voice Compression Technology Licensed By Factor

Select entry Pokémon
ENTER
Yes
No
FLASH
MEGA PUNCH

In the Round Two Prime Cup, you can rent Mew to make your team even stronger.

ROUND 2

Round 2 is extremely hard, with harsher schedules and intelligent Trainers loaded with much stronger Pokémon. You'll need luck to win, but you'll have to be downright charmed if you hope to win with an all-rental team. Our strategy is based on rental teams, but you may want to train your own to stack the deck in your favor.

ROUND 2

PIKA CUP

They may seem cute and cuddly, but the Pokémon that qualify for the Pika Cup Round 2 are just as dangerous to each other as more advanced Pokémon. To qualify, Pokémon must be between levels 15 and 20. When bringing your own Pokémon into Stadium, look for those with high speed and at least one awesome attack such as Psychic.

NINE…
L15 OK
HP 51/ 51
EKANY
L16 OK
HP 41/ 41
KADABRA
L15 OK
HP 41/ 41
PIDGEOTTY
L16 OK
HP 50/ 50
LAPRAS
L15 OK
HP 66/ 68
EKANY
L16 OK
HP 11/ 41
RAICHU
L15 POISON
HP 22/ 47
VENOMY
L16 OK
HP 34/ 49
NIDOKING
L15 OK
HP 34/ 53
GENGAR
L15 OK
HP 47/ 47
PINNY
L16 OK
HP 41/ 51

KADABRA used METRONOME!
KADABRA used CONSTRICT!

QUALIFYING POKéMON

■ For Rent
▨ Not For Rent
🟥 Eligible But Not For Rent

1 BULBASAUR ■
2 IVYSAUR ■
3 VENUSAUR ▨
4 CHARMANDER ■
5 CHARMELEON ■
6 CHARIZARD ▨
7 SQUIRTLE ■
8 WARTORTLE ■
9 BLASTOISE ▨
10 CATERPIE ■
11 METAPOD ■
12 BUTTERFREE ■
13 WEEDLE ■
14 KAKUNA ■
15 BEEDRILL ■
16 PIDGEY ■
17 PIDGEOTTO ■
18 PIDGEOT ▨
19 RATTATA ■
20 RATICATE ■
21 SPEAROW ■
22 FEAROW ■
23 EKANS ■
24 ARBOK ▨
25 PIKACHU ■
26 RAICHU ■
27 SANDSHREW ■
28 SANDSLASH ▨
29 NIDORAN♀ ■
30 NIDORINA ■
31 NIDOQUEEN ■
32 NIDORAN♂ ■
33 NIDORINO ■
34 NIDOKING ■
35 CLEFAIRY ■
36 CLEFABLE ■
37 VULPIX ■
38 NINETALES ■
39 JIGGLYPUFF ■
40 WIGGLYTUFF ■
41 ZUBAT ■
42 GOLBAT ▨
43 ODDISH ■
44 GLOOM ▨
45 VILEPLUME ▨
46 PARAS ■
47 PARASECT 🟥
48 VENONAT ■
49 VENOMOTH ▨
50 DIGLETT ■
51 DUGTRIO 🟥
52 MEOWTH ■
53 PERSIAN ▨
54 PSYDUCK ■
55 GOLDUCK 🟥
56 MANKEY ■
57 PRIMEAPE ▨
58 GROWLITHE ■
59 ARCANINE ■
60 POLIWAG ■
61 POLIWHIRL ■
62 POLIWRATH ■
63 ABRA ■
64 KADABRA ■
65 ALAKAZAM ■
66 MACHOP ■
67 MACHOKE ▨
68 MACHAMP 🟥
69 BELLSPROUT ■
70 WEEPINBELL ▨
71 VICTREEBEL ▨
72 TENTACOOL ■
73 TENTACRUEL ■
74 GEODUDE ■
75 GRAVELER ▨
76 GOLEM ▨
77 PONYTA ■
78 RAPIDASH ▨
79 SLOWPOKE ■
80 SLOWBRO 🟥
81 MAGNEMITE ■
82 MAGNETON ▨
83 FARFETCH’D ■
84 DODUO 🟥
85 DODRIO ▨
86 SEEL ■
87 DEWGONG 🟥
88 GRIMER ▨
89 MUK ▨
90 SHELLDER ■
91 CLOYSTER ■
92 GASTLY ■
93 HAUNTER ■
94 GENGAR ■
95 ONIX ■
96 DROWZEE ■
97 HYPNO ▨
98 KRABBY ■
99 KINGLER ■
100 VOLTORB ■
101 ELECTRODE 🟥
102 EXEGGCUTE ■
103 EXEGGUTOR ■
104 CUBONE ■
105 MAROWAK ▨
106 HITMONLEE 🟥
107 HITMONCHAN 🟥
108 LICKITUNG ■
109 KOFFING ■
110 WEEZING ▨
111 RHYHORN ■
112 RHYDON 🟥
113 CHANSEY ■
114 TANGELA ▨
115 KANGASKHAN ▨
116 HORSEA ■
117 SEADRA ■
118 GOLDEEN ■
119 SEAKING ▨
120 STARYU ■
121 STARMIE ■
122 MR. MIME ■
123 SCYTHER ■
124 JYNX 🟥
125 ELECTABUZZ ▨
126 MAGMAR ▨
127 PINSIR ■
128 TAUROS ▨
129 MAGIKARP ■
130 GYARADOS ■
131 LAPRAS ■
132 DITTO ■
133 EEVEE ▨
134 VAPOREON ▨
135 JOLTEON ▨
136 FLAREON ▨
137 PORYGON ■
138 OMANYTE 🟥
139 OMASTAR ▨
140 KABUTO 🟥
141 KABUTOPS ▨
142 AERODACTYL ▨
143 SNORLAX ▨
144 ARTICUNO ▨
145 ZAPDOS ▨
146 MOLTRES ▨
147 DRATINI ■
148 DRAGONAIR 🟥
149 DRAGONITE ▨
150 MEWTWO ▨
151 MEW ▨

RECOMMENDED RENTAL TEAM

Our top rental team covers most of the bases, but the luck of the draw can make any team look weak. Remember to use special attacks such as Thunder Wave to paralyze opponents. In addition to the Pokémon chosen, you may also want to consider Starmie and Exeggutor for your team.

#26 RAICHU
LEV. 16/HP 49

ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
GROWL	NRM

131 LAPRAS
LEV. 16/HP 41

WATER ICE

BUBBLEBEAM	WTR
ICE BEAM	ICE
GROWL	NRM
SKULL BASH	NRM

#38 NINETALES
LEV. 16/HP 49

FIRE

DIG	GRD
EMBER	FIR
REFLECT	PSY
HYPER BEAM	NRM

#94 GENGAR
LEV. 16/HP 52

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
MEGA DRAIN	GRS
METRONOME	NRM

#34 NIDOKING
LEV. 16/HP 49

GROUND POISON

POISON STING	PSN
EARTHQUAKE	GRD
BUBBLEBEAM	WTR
DOUBLE KICK	FTG

#64 KADABRA
LEV. 16/HP 46

PSYCHIC

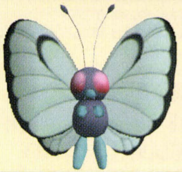
PSYCHIC	PSY
METRONOME	NRM
DOUBLE TEAM	NRM
SEISMIC TOSS	FTG

BATTLE 1

BUG BOY

Ninetales can burn Bug Boy's team like wildfire on a prairie. Any Bug-type Pokémon is susceptible to the Ember attack, and Ninetales has excellent Speed and Special ratings. Bring Nidoking along for the ride to humble Ekany and act as backup. Raichu should face Farfey if it appears.

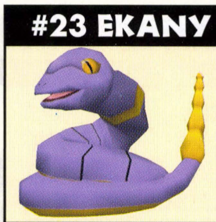
#12 BUTTERY
LEV. 16/HP 49



BUG FLYING

PSYCHIC	PSY
STUN SPORE	GRS
HYPER BEAM	NRM
DOUBLE-EDGE	NRM

#23 EKANY
LEV. 16/HP 41



POISON

POISON STING	PSN
LEER	NRM
WRAP	NRM
ROCK SLIDE	RCK

#48 VENOMY
LEV. 16/HP 49

BUG POISON

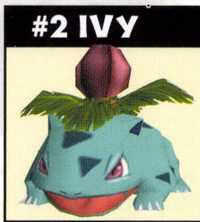
SUPERSONIC	NRM
REFLECT	PSY
PSYWAVE	PSY
TOXIC	PSN

#123 SCYTHY
LEV. 16/HP 52

BUG FLYING

SWORDS DANCE	NRM
DOUBLE-EDGE	NRM
QUICK ATTACK	NRM
DOUBLE TEAM	NRM

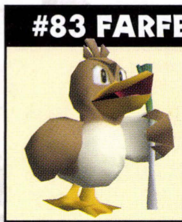
#2 IVY
LEV. 16/HP 49



BUG POISON

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
DOUBLE-EDGE	NRM

#83 FARFEY
LEV. 16/HP 46



NORMAL FLYING

FURY ATTACK	NRM
REFLECT	PSY
DOUBLE-EDGE	NRM
MIMIC	NRM

BATTLE 2

LAD

Ninetales gets to play the hero once again, but this won't be an easy match. Don't forget Ninetales's Dig and Hyper Beam attacks if you have to battle against Pokémon other than Bug- and Grass-types. Raichu is the spoiler against Water-types, and Lapras should get the nod against Cubony.

#114 TANGELY
LEV. 16/HP 51

GRASS

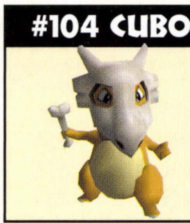
BODY SLAM	NRM
MEGA DRAIN	GRS
TOXIC	PSN
DOUBLE-EDGE	NRM

#8 WARTORTY
LEV. 16/HP 49

WATER

SURF	WTR
DIG	GRD
STRENGTH	NRM
TOXIC	PSN

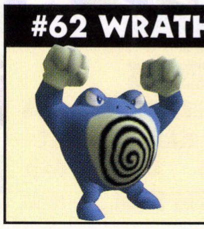
#104 CUBONY
LEV. 18/HP 51



GROUND

EARTHQUAKE	GRD
SEISMIC TOSS	FTG
FIRE BLAST	FIR
ICE BEAM	ICE

#62 WRATHY
LEV. 18/HP 65



WATER FIGHTING

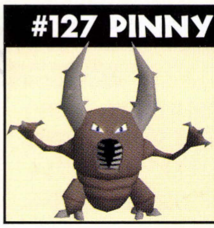
PSYCHIC	PSY
SUBMISSION	FTG
HYPNOSIS	PSY
MEGA KICK	NRM

#17 PIDGEOTTY
LEV. 16/HP 50

NORMAL FLYING

SKY ATTACK	FLY
FLY	FLY
SAND-ATTACK	NRM
DOUBLE-EDGE	NRM

#127 PINNY
LEV. 16/HP 51



BUG

SWORDS DANCE	NRM
SEISMIC TOSS	FTG
SUBMISSION	FTG
STRENGTH	NRM

BATTLE 3

SWIMMER

Although it might seem that defeating this mostly Water-type team should be an easy task for Raichu, it turns out to be a monster battle. Bromer is one of the main problems, but Gengar can help you drain its HP. Include Kadabra in case Tuffmer pops up during the match.

#22 FEARMER
LEV. 20/HP 62

NORMAL FLYING

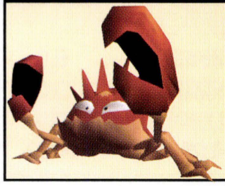
TAKE DOWN	NRM
FURY ATTACK	NRM
FLY	FLY
HYPER BEAM	NRM

#117 SEADRAMER
LEV. 17/HP 51

WATER

SMOKESCREEN	NRM
SURF	WTR
DOUBLE TEAM	NRM
TOXIC	PSN

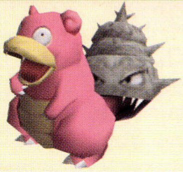
#99 KINGMER
LEV. 15/HP 46



WATER

SURF	WTR
HYPER BEAM	NRM
SWORDS DANCE	NRM
TAKE DOWN	NRM

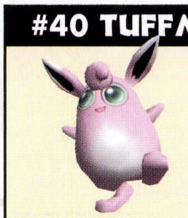
#80 BROMER
LEV. 17/HP 65



WATER PSYCHIC

CONFUSION	PSY
STRENGTH	NRM
THUNDER WAVE	ELC
EARTHQUAKE	GRD

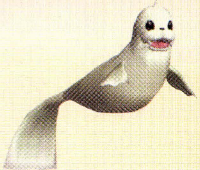
#40 TUFFMER
LEV. 15/HP 72



NORMAL

SING	NRM
DOUBLE-EDGE	NRM
DOUBLE TEAM	NRM
REST	PSY

#87 GONGMER
LEV. 16/HP 60



WATER ICE

ICE BEAM	ICE
SURF	WTR
HORN DRILL	NRM
BODY SLAM	NRM

BATTLE 4

BURGLAR

Lapras should swim to glory in this match, putting out Talar's fire and rocking the worlds of Onilar, Nidolar and Duglar. Raichu may be your best bet to zap Cruelar while Nidoking's Earthquake attack should damage Drowler. You might also consider Gengar—often a good third choice.

#38 TALAR
LEV. 18/HP 60

FIRE

FIRE BLAST	FIR
BODY SLAM	NRM
DIG	GRD
TAIL WHIP	NRM

#95 ONILAR
LEV. 17/HP 45

ROCK GROUND

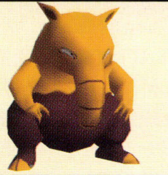
BIND	NRM
TOXIC	PSN
DIG	GRD
EXPLOSION	NRM

#73 CRUELAR
LEV. 15/HP 54

WATER POISON

TOXIC	PSN
WRAP	NRM
SURF	WTR
ICE BEAM	ICE

#96 DROWLER
LEV. 15/HP 48



PSYCHIC

POUND	NRM
HYPNOSIS	PSY
DREAM EATER	PSY
PSYCHIC	PSY

#51 DUGLAR
LEV. 18/HP 47

GROUND

EARTHQUAKE	GRD
ROCK SLIDE	RCK
TOXIC	PSN
DOUBLE TEAM	NRM

#34 NIDOLAR
LEV. 17/HP 60

POISON GROUND

BLIZZARD	ICE
THUNDERBOLT	ELC
DOUBLE-EDGE	NRM
SURF	WTR

BATTLE 5

HIKER

Of all your Pokémon, Raichu is best-suited to deal with the Hiker's team. Use Raichu's Thunder attack on Higold and Hieggutor and throw a Seismic Toss attack at Hitung and Hicate. Gengar can help out by confusing your opponents. Nidoking is a good backup against Higar and Himime.

#122 HIMIME
LEV. 15/HP 43

ELECTRIC PSYCHIC

THUNDER WAVE	ELC
PSYCHIC	PSY
SEISMIC TOSS	FTG
REFLECT	PSY

#55 HIGOLD
LEV. 15/HP 55

WATER

ICE BEAM	ICE
SURF	WTR
DIG	GRD
SEISMIC TOSS	FTG

#103 HIEGGUTOR
LEV. 20/HP 76

GRASS PSYCHIC

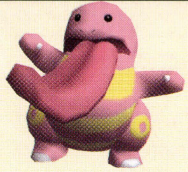
PSYCHIC	PSY
HYPNOSIS	PSY
EGG BOMB	NRM
SELFDESTRUCT	NRM

#94 HIGAR
LEV. 20/HP 62

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
PSYCHIC	PSY
EXPLOSION	NRM

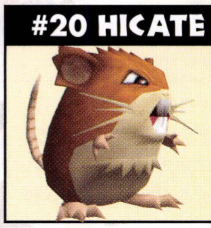
#108 HITUNG
LEV. 15/HP 58



NORMAL

SWORDS DANCE	NRM
BODY SLAM	NRM
SUPERSONIC	NRM
THUNDERBOLT	ELC

#20 HICATE
LEV. 20/HP 60



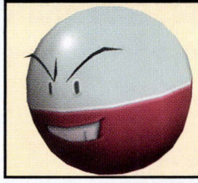
NORMAL

DOUBLE-EDGE	NRM
ICE BEAM	ICE
DIG	GRD
HYPER BEAM	NRM

BATTLE 6
MR. FIX

It's going to be an uphill battle against Mr. Fix's team. Nidoking is strong against Electric-, Fire- and Poison-type Pokémon, but it doesn't have a true knockout move against Normal-types. Raichu matches up against Porycian, and Lapras can put out Charmecian's fire.

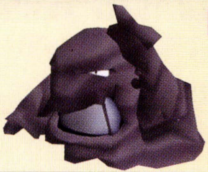
#101 RODECIAN
LEV. 15/HP 49



ELECTRIC

THUNDERBOLT	ELC
EXPLOSION	NRM
FLASH	NRM
TOXIC	PSN

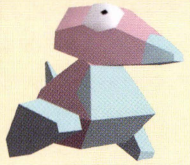
#89 MUCIAN
LEV. 15/HP 62



POISON

BODY SLAM	NRM
TOXIC	PSN
EXPLOSION	NRM
FIRE BLAST	FIR

#137 PORYCIAN
LEV. 20/HP 64



NORMAL

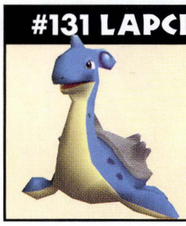
PSYCHIC	PSY
CONVERSION	NRM
THUNDER WAVE	ELC
ICE BEAM	ICE

#5 CHARMECIAN
LEV. 18/HP 56

FIRE

DRAGON RAGE	DRG
EMBER	FIR
MEGA PUNCH	NRM
DIG	GRD

#131 LAPCIAN
LEV.17/HP 78



WATER ICE

SURF	WTR
SING	NRM
BLIZZARD	ICE
DOUBLE-EDGE	NRM

#26 RAICIAN
LEV. 17/HP 54

ELECTRIC

THUNDER WAVE	ELC
THUNDERBOLT	ELC
SURF	WTR
DOUBLE-EDGE	NRM

SEMIFINAL
LASS

Lass's team divides up nicely for Raichu, Ninetales and Lapras. Set Raichu against Gyaradette or Cloystess if they appear. Lapras can head off the attacks of Rhydess and Arcaness, although Rhydess's Thunderbolt can end it all. Ninetales should face Jynette and Fabless.

#130 GYARADETTE
LEV. 20/HP 77

WATER FLYING

DRAGON RAGE	DRG
THUNDER	ELC
DOUBLE-EDGE	NRM
SURF	WTR

#91 CLOYSTESS
LEV. 15/HP 46

WATER ICE

DOUBLE-EDGE	NRM
BLIZZARD	ICE
SURF	WTR
EXPLOSION	NRM

#59 ARCANESS
LEV. 20/HP 75

FIRE

DIG	GRD
FIRE BLAST	FIR
SWIFT	NRM
DRAGON RAGE	DRG

#112 RYHDESS
LEV. 15/HP 63

GROUND ROCK

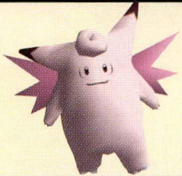
EARTHQUAKE	GRD
ROCK SLIDE	RCK
TOXIC	PSN
THUNDERBOLT	ELC

#124 JYNETTE
LEV. 15/HP 51

ICE PSYCHIC

ICE BEAM	ICE
LOVELY KISS	NRM
REFLECT	PSY
PSYCHIC	PSY

#36 FABLESS
LEV. 15/HP 60



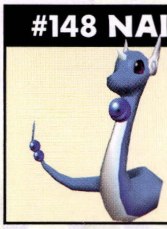
NORMAL

THUNDERBOLT	ELC
THUNDER WAVE	ELC
BODY SLAM	NRM
PSYCHIC	PSY

FINAL
FISHER

Kazamish will give you fits in this match. Your best bet may be to send in Kadabra to match psychic against psychic. After that, pit Lapras against Nairish and Golemish, and go after Tarmish and Khanish with Raichu. Fisher always puts up a battle, so you'll need some luck.

#148 NAIRISH
LEV. 20/HP 63



DRAGON

DRAGON RAGE	DRG
WRAP	NRM
THUNDER WAVE	ELC
ICE BEAM	ICE

#115 KHANISH
LEV. 15/HP 63

NORMAL

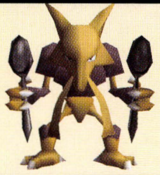
MEGA PUNCH	NRM
SURF	WTR
EARTHQUAKE	GRD
BLIZZARD	ICE

#76 GOLEMISH
LEV. 15/HP 55

ROCK GROUND

METRONOME	NRM
DOUBLE-EDGE	NRM
DIG	GRD
EXPLOSION	NRM

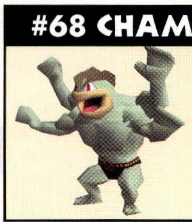
#65 KAZAMISH
LEV. 20/HP 61



PSYCHIC

PSYCHIC	PSY
THUNDER WAVE	ELC
REFLECT	PSY
DOUBLE TEAM	NRM

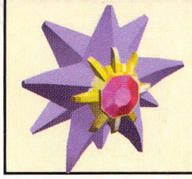
#68 CHAMPISH
LEV. 15/HP 58



FIGHTING

KARATE CHOP	NRM
LOW KICK	FTG
SUBMISSION	FTG
EARTHQUAKE	GRD

#121 TARMISH
LEV. 15/HP 49



WATER PSYCHIC

SURF	WTR
THUNDERBOLT	ELC
ICE BEAM	ICE
THUNDER WAVE	ELC

ROUND 2

PETIT CUP

For Pokémon between levels 25 and 30, the Petit Cup Round 2 is the biggest challenge in town. The eight opposing Trainers have honed their skills since the first round, and their tactics are about as predictable as lightning strikes. You'll stand a better chance of winning if you bring your own, specially built-up Pokémon.

L25 HP 66/ 66
L26 OK HP 68/ 68
It flew up high!
HORSEA L25 PARALYZE HP 61/ 61
KANY L26 BURN HP 33/ 68
GASTLY L25 OK HP 61/ 61
EGGY L26 OK HP 81/ 81
ABRA L25 OK HP 48/ 59
EGGY L26 OK HP 81/ 81
VOLTORB L25 OK HP 66/ 66
KANY L26 OK HP 68/ 68
CUBONE L25 OK HP 71/ 71
KANY L26 OK HP 68/ 68

QUALIFYING POKéMON

■ For Rent
▨ Not For Rent

1 BULBASAUR
2 IVYSAUR
3 VENUSAUR
4 CHARMANDER
5 CHARMELEON
6 CHARIZARD
7 SQUIRTLE
8 WARTORTLE
9 BLASTOISE
10 CATERPIE
11 METAPOD
12 BUTTERFREE
13 WEEDLE
14 KAKUNA
15 BEEDRILL
16 PIDGEY
17 PIDGEOTTO
18 PIDGEOT
19 RATTATA
20 RATICATE
21 SPEAROW
22 FEAROW
23 EKANS
24 ARBOK
25 PIKACHU
26 RAICHU
27 SANDSHREW
28 SANDSLASH
29 NIDORAN♀
30 NIDORINA
31 NIDOQUEEN
32 NIDORAN♂
33 NIDORINO
34 NIDOKING
35 CLEFAIRY
36 CLEFABLE
37 VULPIX
38 NINETALES
39 JIGGLYPUFF
40 WIGGLYTUFF
41 ZUBAT
42 GOLBAT
43 ODDISH
44 GLOOM
45 VILEPLUME
46 PARAS
47 PARASECT
48 VENONAT
49 VENOMOTH
50 DIGLETT
51 DUGTRIO
52 MEOWTH
53 PERSIAN
54 PSYDUCK
55 GOLDUCK
56 MANKEY
57 PRIMEAPE
58 GROWLITHE
59 ARCANINE
60 POLIWAG
61 POLIWHIRL
62 POLIWRATH
63 ABRA
64 KADABRA
65 ALAKAZAM
66 MACHOP
67 MACHOKE
68 MACHAMP
69 BELLSPROUT
70 WEEPINBELL
71 VICTREEBEL
72 TENTACOOL
73 TENTACRUEL
74 GEODUDE
75 GRAVELER
76 GOLEM
77 PONYTA
78 RAPIDASH
79 SLOWPOKE
80 SLOWBRO
81 MAGNEMITE
82 MAGNETON
83 FARFETCH'D
84 DODUO
85 DODRIO
86 SEEL
87 DEWGONG
88 GRIMER
89 MUK
90 SHELLDER
91 CLOYSTER
92 GASTLY
93 HAUNTER
94 GENGAR
95 ONIX
96 DROWZEE
97 HYPNO
98 KRABBY
99 KINGLER
100 VOLTORB
101 ELECTRODE
102 EXEGGCUTE
103 EXEGGUTOR
104 CUBONE
105 MAROWAK
106 HITMONLEE
107 HITMONCHAN
108 LICKITUNG
109 KOFFING
110 WEEZING
111 RHYHORN
112 RHYDON
113 CHANSEY
114 TANGELA
115 KANGASKHAN
116 HORSEA
117 SEADRA
118 GOLDEEN
119 SEAKING
120 STARYU
121 STARMIE
122 MR. MIME
123 SCYTHER
124 JYNX
125 ELECTABUZZ
126 MAGMAR
127 PINSIR
128 TAUROS
129 MAGIKARP
130 GYARADOS
131 LAPRAS
132 DITTO
133 EEVEE
134 VAPOREON
135 JOLTEON
136 FLAREON
137 PORYGON
138 OMANYTE
139 OMASTAR
140 KABUTO
141 KABUTOPS
142 AERODACTYL
143 SNORLAX
144 ARTICUNO
145 ZAPDOS
146 MOLTRES
147 DRATINI
148 DRAGONAIR
149 DRAGONITE
150 MEWTWO
151 MEW

RECOMMENDED RENTAL TEAM

This rental team has the best mix to defeat each of the Trainers' teams, but it's not foolproof. It lacks a Fighting-type Pokémon, so it's often touch and go when facing Normal-type opponents. If you want to experiment, try leaving out Abra and renting Machop.

#100 VOLTORB LEV. 25/HP 66

ELECTRIC

SCREECH	NRM
THUNDER WAVE	ELC
THUNDER	ELC
TAKE DOWN	NRM

#21 SPEAROW LEV. 25/HP 66

NORMAL FLYING

DOUBLE-EDGE	NRM
MIRROR MOVE	FLY
FLY	FLY
TOXIC	PSN

#116 HORSEA LEV. 25/HP 61

WATER

SMOKESCREEN	NRM
BUBBLEBEAM	WTR
SWIFT	NRM
ICE BEAM	ICE

#63 ABRA LEV. 25/HP 59

PSYCHIC

METRONOME	NR
PSYWAVE	PSY
BODY SLAM	NRM
THUNDER WAVE	ELC

#104 CUBONE LEV. 25/HP 71

GROUND

BONE CLUB	GRD
TAIL WHIP	NRM
FIRE BLAST	FIR
HEADBUTT	NRM

#92 GASTLY LEV. 25/HP 61

GHOST POISON

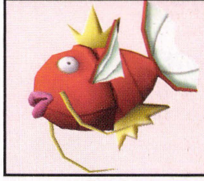
CONFUSE RAY	GHO
NIGHT SHADE	GHO
THUNDER	ELC
MEGA DRAIN	GRS

BATTLE 1

BUG BOY

Spearow leads off in this battle to combat all the Grass-type and Bug-type Pokémon. Eggy and Kany are the two thorns in Bug Boy's team. Horsea's Ice Beam is the best bet to defeat Eggy while Gastly gets the nod when Kany and Karpy appear. Use Mega Drain if Gastly gets in trouble.

#129 KARPY LEV. 26/HP 64



WATER

TACKLE	NRM
SPLASH	NRM

#10 CATERPY LEV. 26/HP 77

BUG

TACKLE	NRM
STRING SHOT	BUG

#23 KANY LEV. 26/HP 68

POISON

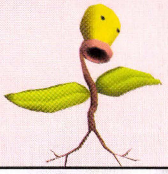
WRAP	NRM
POISON STING	PSN
BITE	NRM
GLARE	NRM

#43 ODDY LEV. 26/HP 73

GRASS POISON

MEGA DRAIN	GRS
STUN SPORE	GRS
SOLARBEAM	GRS
ACID	PSN

#69 BELLSY LEV. 26/HP 76



GRASS POISON

MEGA DRAIN	GRS
WRAP	NRM
ACID	PSN
STUN SPORE	GRS

#102 EGGY LEV. 26/HP 81

GRASS PSYCHIC

EGG BOMB	NRM
TOXIC	PSN
REFLECT	PSY
PSYCHIC	PSY

BATTLE 2

LAD

This match against Lad is tougher than it looks. Spearow carries the banner high once more when the parade of Grass-type and Bug-type Pokémon enters the Stadium. Gastly can help against Piddy, and Cubone should step into the fray if Zubat is summoned and as a backup to Spearow.

#16 PIDDY LEV. 26/HP 70

NORMAL FLYING

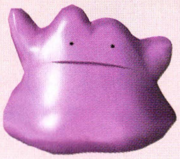
FLY	FLY
SAND-ATTACK	NRM
QUICK ATTACK	NRM
DOUBLE-EDGE	NRM

#13 EEDY LEV. 26/HP 75

BUG POISON

POISON STING	PSN
STRING SHOT	BUG

#132 DITTY LEV. 26/HP 75



NORMAL

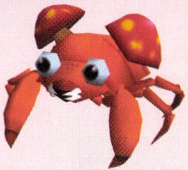
TRANSFORM	NRM

#1 BULBY LEV. 27/HP 75

GRASS POISON

RAZOR LEAF	GRS
LEECH SEED	GRS
MEGA DRAIN	GRS
TOXIC	PSN

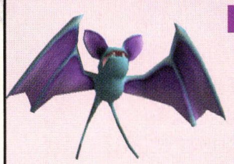
#46 PARASY LEV. 26/HP 68



GRASS BUG

BODY SLAM	NRM
STUN SPORE	GRS
DIG	GRD
MEGA DRAIN	GRS

#41 ZUBATY LEV. 26/HP 70



POISON FLYING

LEECH LIFE	BUG
BIDE	NRM
BITE	NRM
CONFUSE RAY	GHO

BATTLE 3

SAILOR

Use Gastly to shock the Water-type Pokémon and confuse all the others. If Nidolor♂ comes in, hit it with Cubone's Bone Club. Spearow's job is to take care of Choplor or Rattalor should they appear. Voltorb can take the place of Gastly, but you'll lose the advantage of Confuse Ray.

#98 KRABLOR

LEV. 26/HP 65

WATER

SURF	WTR
BODY SLAM	NRM
SWORDS DANCE	NRM
GUILLOTINE	NRM

#116 SEALOR

LEV. 26/HP 65

WATER

SURF	WTR
SMOKESCREEN	NRM
SWIFT	NRM
ICE BEAM	ICE

#19 RATTALOR

LEV. 27/HP 67

NORMAL

DIG	GRD
QUICK ATTACK	NRM
HYPER FANG	NRM
BLIZZARD	ICE

#90 SHELLOR

LEV. 26/HP 65

WATER

SURF	WTR
SUPERSONIC	NRM
CLAMP	WTR
EXPLOSION	NRM

#66 CHOPLOR

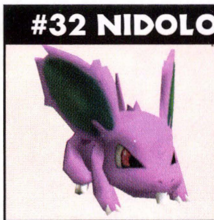
LEV. 26/HP 86

FIGHTING

KARATE CHOP	NRM
LOW KICK	FTG
SUBMISSION	FTG
SEISMIC TOSS	FTG

#32 NIDOLOR♂

LEV. 27/HP 76



POISON

BODY SLAM	NRM
BLIZZARD	ICE
TOXIC	PSN
DOUBLE-EDGE	NRM

BATTLE 4

NERD

Cubone, Gastly and Horsea can tackle anything that Nerd throws your way, but be prepared to lose Pokémon from Explosion attacks. All of Nerd's Pokémon have Explosion, and they'll use it. Use Horsea if Degeodu appears and Gastly if Astgly or Dershell shows up. Cubone takes the rest.

#74 DEGEODU

LEV. 25/HP 68

ROCK GROUND

ROCK SLIDE	RCK
EXPLOSION	NRM
EARTHQUAKE	GRD
SUBMISSION	FTG

#92 ASTGLY

LEV. 25/HP 63

GHOST POISON

MEGA DRAIN	GRS
CONFUSE RAY	GHO
NIGHT SHADE	GHO
EXPLOSION	NRM

#100 TORBVOL

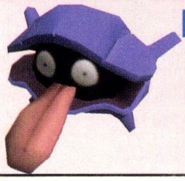
LEV. 25/HP 68

ELECTRIC

THUNDERBOLT	ELC
SCREECH	NRM
THUNDER WAVE	ELC
EXPLOSION	NRM

#90 DERSHELL

LEV. 25/HP 63



WATER

ICE BEAM	ICE
EXPLOSION	NRM
SUPERSONIC	NRM
TOXIC	PSN

#109 FFINGKO

LEV. 30/HP 80

POISON

TOXIC	PSN
EXPLOSION	NRM
FIRE BLAST	FIR
THUNDER	ELC

#102 CUTEGG

LEV. 30/HP 92

GRASS PSYCHIC

HYPNOSIS	PSY
EXPLOSION	NRM
EGG BOMB	NRM
REFLECT	PSY

BATTLE 5

JR.♀

Once again Voltorb leads the way in cleaning up the Water-type Pokémon, but be prepared for a tough fight. Cubone is an important second member of your team to combat Nidonido♀. Gastly provides backup to Voltorb and is a solid choice for fighting Jigjig if it enters the ring.

#118 DEENDEEN

LEV. 26/HP 73

WATER

HORN DRILL	NRM
SUPERSONIC	NRM
ICE BEAM	ICE
SURF	WTR

#21 SPEARSPEAR

LEV. 27/HP 73

NORMAL FLYING

FLY	FLY
SKY ATTACK	FLY
FURY ATTACK	NRM
MIRROR MOVE	FLY

#7 SQUIRSQUIR

LEV. 27/HP 75

WATER

BITE	NRM
SURF	WTR
DIG	GRD
SEISMIC TOSS	FTG

#29 NIDONIDO♀

LEV. 27/HP 81

POISON

DOUBLE KICK	FTG
TOXIC	PSN
BLIZZARD	ICE
THUNDERBOLT	ELC

#60 POLIPOLI

LEV. 26/HP 70

WATER

HYPNOSIS	PSY
ICE BEAM	ICE
BUBBLEBEAM	WTR
BODY SLAM	NRM

#39 JIGJIG

LEV. 27/HP 113

NORMAL

SING	NRM
DOUBLESLAP	NRM
WATER GUN	WTR
PSYCHIC	PSY

BATTLE 6

JR.♂

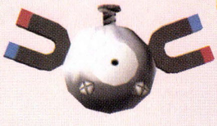
Horsea leads the charge when this Jr. Trainer comes to town. Its Bubblebeam and Ice Beam attacks are your best bets to defeat Cubant, Growlster, and Charmant. Gastly picks up the baton if Fairyster or Abraster appear, and Cubone should take charge if Magster comes out to fight.

#35 FAIRYSTER LEV. 25/HP 84

NORMAL

SEISMIC TOSS	FTG
THUNDERBOLT	ELC
PSYCHIC	PSY
ICE BEAM	ICE

#81 MAGSTER LEV.25/HP 61



ELECTRIC

SWIFT	NRM
SONICBOOM	NRM
THUNDERBOLT	ELC
THUNDER WAVE	ELC

#63 ABRASTER LEV. 25/HP 61

PSYCHIC

PSYCHIC	PSY
DOUBLE TEAM	NRM
SEISMIC TOSS	FTG
THUNDER WAVE	ELC

#104 CUBANT LEV. 30/HP 86

GROUND

EARTHQUAKE	GRD
BLIZZARD	ICE
FIRE BLAST	FIR
SUBMISSION	FTG

#58 GROWLSTER LEV. 25/HP 76

FIRE

DRAGON RAGE	DRG
FIRE BLAST	FIR
DIG	GRD
DOUBLE-EDGE	NRM

#4 CHARMANT LEV. 30/HP 84

FIRE

DOUBLE-EDGE	NRM
SEISMIC TOSS	FTG
FIRE BLAST	FIR
DIG	GRD

SEMIFINAL

LASS

Meowette and Eevess can be problems on Lass's team, but if you use Gastly's Confuse Ray, you can get the jump on them. Horsea gets the nod if Vuless or Digette enter the ring, and Cubone should step up if Pikette appears. If Vuless uses Dig, switch to Cubone to diminish the hit.

#140 KABUTESS LEV. 30/HP 74

ROCK **WATER**

DOUBLE-EDGE	NRM
DOUBLE TEAM	NRM
SURF	WTR
ICE BEAM	ICE

#25 PIKETTE LEV. 25/HP 66

ELECTRIC

THUNDER WAVE	ELC
QUICK ATTACK	NRM
DOUBLE TEAM	NRM
THUNDERBOLT	ELC

#37 VULESS LEV. 25/HP 68

FIRE

SWIFT	NRM
QUICK ATTACK	NRM
DIG	GRD
FIRE BLAST	FIR

#50 DIGETTE LEV. 25/HP 54

GROUND

BODY SLAM	NRM
SAND-ATTACK	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK

#52 MEOWETTE LEV. 25/HP 69

NORMAL

BODY SLAM	NRM
THUNDERBOLT	ELC
SCREECH	NRM
BUBBLEBEAM	WTR

#133 EEVESS LEV. 30/HP 89

NORMAL

SAND-ATTACK	NRM
DOUBLE-EDGE	NRM
QUICK ATTACK	NRM
TOXIC	PSN

FINAL

POKéMANIAC

In the final match, put Shrewmania, Dratimania or Omania on ice by using Horsea. Use Gastly's Thunder against Psymania and Farmania. Gastly can help with Shrewmania and Omania by using Mega Drain. Cubone's job is to stop Voltomania if it drops in for some electric fun.

#138 OMANIA LEV. 30/HP 77

ROCK **WATER**

SURF	WTR
BLIZZARD	ICE
DOUBLE TEAM	NRM
DOUBLE-EDGE	NRM

#83 FARMANIA LEV. 25/HP 75

NORMAL **FLYING**

FLY	FLY
TOXIC	PSN
BODY SLAM	NRM
SWORDS DANCE	NRM

#147 DRATIMANIA LEV. 30/HP 85

DRAGON

TOXIC	PSN
WRAP	NRM
DRAGON RAGE	DRG
ICE BEAM	ICE

#27 SHREWMANIA LEV. 25/HP 74

GROUND

SAND-ATTACK	NRM
SLASH	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK

#54 PSYMANIA LEV. 25/HP 74

WATER

BODY SLAM	NRM
SURF	WTR
BLIZZARD	ICE
SEISMIC TOSS	FTG

#100 VOLTOMANIA LEV. 25/HP 69

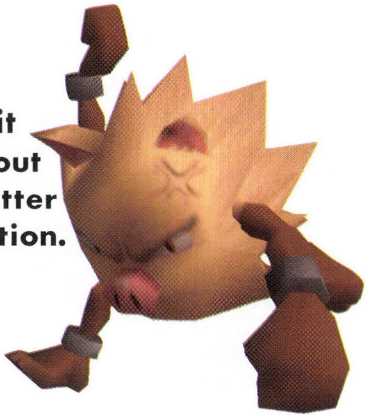
ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
EXPLOSION	NRM
TOXIC	PSN

ROUND 2

POKé CUP

Wasn't the Poké Cup hard enough for you the first time? Well, if it wasn't, you'll be pleasantly surprised at the challenge you're about to face. As with all of the Cups in Round 2, you might have a better chance if you train Game Boy Pokémon to custom fit each situation. Carbos, HP Up, Iron, Protein and Calcium will also help.



POKé BALL 85
GREAT BALL 88
ULTRA BALL 91
MASTER BALL .. 94

DUGTRIO L50 OK HP: 113/113
AB-RA L52 OK HP: 118/118
LAPRAS L50 OK HP: 143/206
HITMON-LEE L52 OK HP: 144/144
STARMIE L50 OK HP: 121/136
GAST-LY L51 OK HP: 121/121
DEFENSE increased!
ALAKAZAM L50 SLEEP HP: 131/131
GAST-LY L51 OK HP: 121/121
TAUROS L50 OK HP: 151/151
TUF-NIGGLY L50 OK HP: 225/225
JOLTEON L50 OK HP: 131/141
HITMON-LEE L52 OK HP: 144/144

POKé BALL

RECOMMENDED RENTAL TEAM

Just because Round 2 might be easier with home-schooled Pokémon doesn't mean it's impossible with the rentals. You'll just have to play a little smarter and hope luck is on your side. Get used to using defensive measures like Sand-Attack, Disable and Tail Whip to even the odds.

#51 DUGTRIO

Lev. 50/ HP 113

GROUND

DIG	GRD
SAND-ATTACK	NRM
TOXIC	PSN
HYPER BEAM	NRM

#65 ALAKAZAM

Lev. 50/ HP 131

PSYCHIC

PSYBEAM	PSY
METRONOME	NRM
DISABLE	NRM
TRI ATTACK	NRM

#121 STARMIE

Lev. 50/ HP 136

WATER PSYCHIC

SURF	WTR
THUNDER	ELC
SWIFT	NRM
HARDEN	NRM

#128 TAUROS

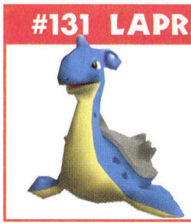
LEV. 50/HP 151

NORMAL

DOUBLE-EDGE	NRM
FIRE BLAST	FIR
TAIL WHIP	NRM
BIDE	NRM

#131 LAPRAS

Lev. 50/ HP 206



WATER ICE

ICE BEAM	ICE
SOLARBEAM	GRS
BODY SLAM	NRM
SING	NRM

#135 JOLTEON

Lev. 50/ HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSN
SAND-ATTACK	NRM

BATTLE 1

JUGGLER

Your fight with the Juggler will be entirely unpredictable, as the only attack his Pokémon know is the random attack chooser known as Metronome. Use your Alakazam to take out the Fighting-types and bring along Starmie or Jolteon for the Water-types. Use Lapras for backup.

#106 HITMON-LEE

LEV. 52/HP 144

FIGHTING

METRONOME	NRM

#107 HITMO-CHAN

LEV. 52/HP 144

FIGHTING

METRONOME	NRM

#75 GRAVEL-ER

LEV. 51/HP 146

ROCK GROUND

METRONOME	NRM

#61 POLI-WHIRL

LEV. 51/HP 156

WATER

METRONOME	NRM

#63 AB-RA

LEV. 52/HP 118

PSYCHIC

METRONOME	NRM

#92 GAST-LY

LEV. 51/HP 121

GHOST POISON

PSYWAVE	PSY
HYPNOSIS	PSY
DREAM EATER	PSY

BATTLE 2

BIKER

The Biker uses much more conventional fighting methods, but his preponderance of Fighting- and Poison-types makes his team vulnerable to Psychic-types. Lead with Alakazam, and take in anyone else besides Dugtrio. The mighty Tauros and Lapras are probably your best bets.

#109 ING-KOFF

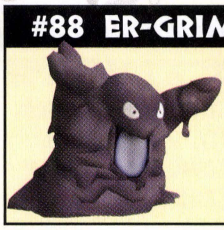
LEV. 51/HP 127

POISON

SLUDGE	PSN
THUNDERBOLT	ELC
FIRE BLAST	FIR
SMOKESCREEN	NRM

#88 ER-GRIM

LEV. 51/HP 168



POISON

SLUDGE	PSN
BODY SLAM	NRM
MEGA DRAIN	NRM
SCREECH	NRM

#66 CHOP-MA

LEV. 52/HP 160

FIGHTING

KARATE CHOP	NRM
SUBMISSION	FTG
EARTHQUAKE	GRD
SEISMIC TOSS	FTG

#56 KEY-MAN

LEV. 53/HP 131

FIGHTING

THRASH	NRM
SUBMISSION	FTG
ROCK SLIDE	RCK
SCREECH	NRM

#40 TUF-WIGGLY

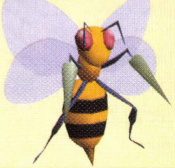
LEV. 50/HP 225

NORMAL

BODY SLAM	NRM
SUBMISSION	FTG
BLIZZARD	ICE
SING	NRM

#15 DRILL-BEE

LEV. 52/HP 155



BUG POISON

TWINEEDLE	BUG
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS
REFLECT	PSY

BATTLE 3

MEDIUM

The Medium's main goal will be to confuse you, so you may have to get lucky in this battle. Don't get frustrated if you keep attacking yourself—that's just the way it goes sometimes. Dugtrio, Alakazam and Jolteon should be your attack team, although Starmie is also good.

#92 GAST-LY LEV. 50/HP 115

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
THUNDER	ELC
PSYCHIC	PSY

#37 VUL-PIX LEV. 52/HP 127

FIRE

CONFUSE RAY	GHO
FLAMETHROWER	FIR
BODY SLAM	NRM
DIG	GRD

#41 ZU-BAT LEV.53/HP131

POISON FLYING

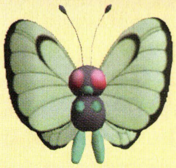
CONFUSE RAY	GHO
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS
TOXIC	PSN

#108 LICKI-TUNG LEV. 50/HP 175

NORMAL

SUPERSONIC	NRM
STRENGTH	NRM
FIRE BLAST	FIR
SCREECH	NRM

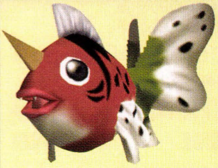
#12 BUTTER-FRE LEV. 52/HP 150



BUG FLYING

SUPERSONIC	NRM
PSYCHIC	PSY
MEGA DRAIN	GRS
SWIFT	NRM

#119 SEA-KING LEV. 51/HP 168



WATER

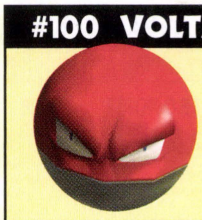
SUPERSONIC	NRM
WATERFALL	WTR
BLIZZARD	ICE
HYPER BEAM	NRM

BATTLE 4

ROCKER

The Rocker is into Electric-types, but he also has a lot of Grass-types, so you never know what you're going to get. Lead with Dugtrio to avoid any shocking encounters, and use Tauros's Fire Blast or Lapras's Ice Beam to waste the Grass-types. Keep Alakazam just in case.

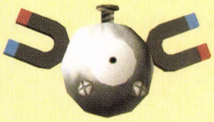
#100 VOLTACE LEV. 52/HP 129



ELECTRIC

THUNDER	ELC
SWIFT	NRM
EXPLOSION	NRM
THUNDER WAVE	ELC

#81 MAGNEMACE LEV. 50/HP 110



ELECTRIC

THUNDERBOLT	ELC
SWIFT	NRM
THUNDER WAVE	ELC
REFLECT	PSY

#25 PIKACE LEV. 53/HP 126

ELECTRIC

THUNDERBOLT	ELC
BODY SLAM	NRM
SEISMIC TOSS	FTG
THUNDER WAVE	ELC

#102 EGGUTACE LEV. 50/HP 145

GRASS PSYCHIC

PSYCHIC	PSY
EGG BOMB	NRM
LEECH SEED	GRS
STUN SPORE	GRS

#44 GLOOMACE LEV. 51/HP 147

GRASS POISON

PETAL DANCE	GRS
ACID	PSN
MEGA DRAIN	GRS
STUN SPORE	GRS

#2 IVYSACE LEV. 52/HP 150

GRASS POISON

RAZOR LEAF	GRS
BODY SLAM	NRM
MEGA DRAIN	GRS
GROWTH	NRM

BATTLE 5

OLD MAN

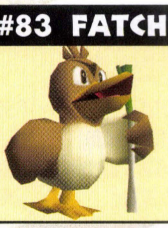
The Old Man presents a problem because his team is so diverse. You'd better have some continues stored up, because if you match up wrong, you'll be toast. Lead with your multitalented Starmie and have Jolteon and Lapras on hand—you might have to mix it up if you get beaten.

#148 DRAGAIR LEV. 51/HP 148

DRAGON

THUNDERBOLT	ELC
DRAGON RAGE	DRG
SLAM	NRM
THUNDER WAVE	ELC

#83 FATCH'D LEV. 52/HP 142



NORMAL FLYING

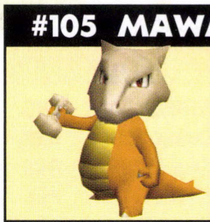
SLASH	NRM
FLY	FLY
TOXIC	PSN
SAND-ATTACK	NRM

#53 PESIAN LEV. 50/HP 154

NORMAL

BODY SLAM	NRM
THUNDER	ELC
BUBBLEBEAM	WTR
SCREECH	NRM

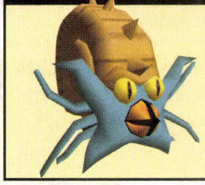
#105 MAWAK LEV. 52/HP 150



GROUND

BONEMERANG	GRD
STRENGTH	NRM
SEISMIC TOSS	FTG
TOXIC	PSN

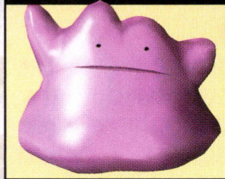
#139 OMATAR LEV. 50/HP 155



ROCK WATER

SURF	WTR
BLIZZARD	ICE
SUBMISSION	FTG
DOUBLE TEAM	NRM

#132 DITO LEV. 53/HP 147



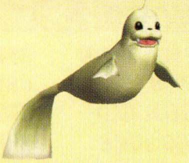
NORMAL

TRANSFORM	NRM

BATTLE 6
BEAUTY

She may be a Beauty, but she isn't a good tactician. Beauty's team is loaded with Water- and Flying-types, both of which will fall victim to your Jolteon. Lapras can take care of Gravedy and Rhydy. Lead with Starmie—with Thunder and Surf in its arsenal it can handle anything.

#87 DEWGODY
LEV. 50/HP 175



WATER ICE

ICE BEAM	ICE
SURF	WTR
STRENGTH	NRM
DOUBLE TEAM	NRM

#117 DRADY
LEV. 51/HP 142

WATER

HYDRO PUMP	WTR
BLIZZARD	ICE
SMOKESCREEN	NRM
DOUBLE TEAM	NRM

#119 SEADY
LEV. 52/HP 171

WATER

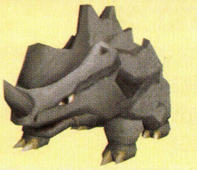
WATERFALL	WTR
SWIFT	NRM
HYPER BEAM	NRM
DOUBLE TEAM	NRM

#75 GRAVEDY
LEV. 52/HP 145

ROCK GROUND

EARTHQUAKE	GRD
STRENGTH	NRM
FIRE BLAST	FIR
DOUBLE TEAM	NRM

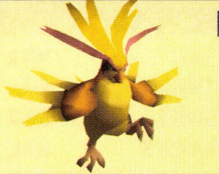
#111 RHYDY
LEV. 52/HP 171



GROUND ROCK

DIG	GRD
ROCK SLIDE	RCK
THUNDER	ELC
DOUBLE TEAM	NRM

#18 PIDGEODY
LEV. 53/HP 177



NORMAL FLYING

FLY	FLY
DOUBLE-EDGE	NRM
MIRROR MOVE	FLY
DOUBLE TEAM	NRM

SEMIFINAL
TAMER

The Tamer's Pokémon don't know a whole lot of moves, but the ones they do know are infuriating. They'll try to poison you then immobilize you with Clamp, Wrap or Fire Spin until you faint. Use your quickest Pokémon—Dugtrio, Jolteon and Alakazam—to get the jump on them.

#91 STERCLOY
LEV. 51/HP 137

WATER ICE

CLAMP	WTR
TOXIC	PSN

#38 TALESNINE
LEV. 52/HP 163

FIRE

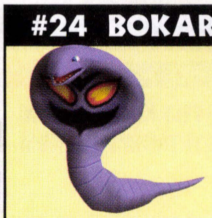
FIRE SPIN	FIR
TOXIC	PSN

#78 DASHRAPI
LEV. 53/HP 158

FIRE

FIRE SPIN	FIR
TOXIC	PSN

#24 BOKAR
LEV. 52/HP 150



POISON

WRAP	NRM
GLARE	NRM
POISON STING	PSN

#73 CRUELTENTA
LEV. 51/HP 168

WATER POISON

WRAP	NRM
TOXIC	PSN
POISON STING	PSN

#148 AIRDRAGON
LEV. 50/HP 146

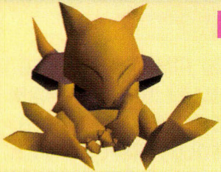
DRAGON

WRAP	NRM
THUNDER WAVE	ELC

FINAL
PSYCHIC

The final fight for the Poké Ball will be extremely difficult. Lead with Jolteon and try to use Toxic to poison Psychic's Pokémon, then shock them or use the Psychic-punishing Pin Missile. Alakazam is strong versus its own kind, so bring it along with Lapras or Tauros.

#63 ABRENZA
LEV. 54/HP 125



PSYCHIC

PSYCHIC	PSY
BODY SLAM	NRM
SEISMIC TOSS	FTG
COUNTER	FTG

#79 SLOWPENZA
LEV. 50/HP 181

WATER PSYCHIC

PSYCHIC	PSY
SURF	WTR
HEADBUTT	NRM
THUNDER WAVE	ELC

#102 EGGCUTENZA
LEV. 50/HP 151

GRASS PSYCHIC

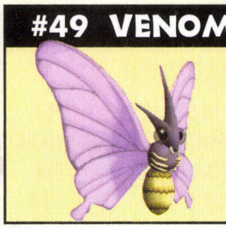
SOLARBEAM	GRS
PSYCHIC	PSY
EGG BOMB	NRM
LEECH SEED	GRS

#96 DROWENZA
LEV. 51/HP 154

PSYCHIC

PSYCHIC	PSY
HEADBUTT	NRM
FLASH	NRM
HYPNOSIS	PSY

#49 VENOMENZA
LEV. 51/HP 164



BUG POISON

PSYCHIC	PSY
LEECH LIFE	BUG
HYPER BEAM	NRM
TOXIC	PSN

#137 PORYENZA
LEV. 50/HP 156

NORMAL

PSYCHIC	PSY
ICE BEAM	ICE
TRI ATTACK	NRM
CONVERSION	NRM

GREAT BALL

RECOMMENDED RENTAL TEAM

Hey why mess with a good thing? You'll want to keep your team largely the same for the Great Ball, although you should swap out Lapras for the Grass-and-Psychic powerhouse Exeggutor. Again, your battles will be easier if you use pumped up Pokémon from your Game Boy game.

#51 DUGTRIO
LEV. 50/HP 113

GROUND

DIG	GRD
SAND-ATTACK	NRM
TOXIC	PSN
HYPER BEAM	NRM

#65 ALAKAZAM
LEV. 50/HP 131

PSYCHIC

PSYBEAM	PSY
METRONOME	NRM
DISABLE	NRM
TRI ATTACK	NRM

#103 EXEGGUTOR
LEV. 50/HP 168

GRASS PSYCHIC

MEGA DRAIN	GRS
STUN SPORE	GRS
LEECH SEED	GRS
EGG BOMB	NRM

#121 STARMIE
LEV. 50/HP 136

WATER PSYCHIC

SURF	WTR
THUNDER	ELC
SWIFT	NRM
HARDEN	NRM

#128 TAUROS
LEV. 50/HP 151

NORMAL

DOUBLE-EDGE	NRM
FIRE BLAST	FIR
TAIL WHIP	NRM
BIDE	NRM

#135 JOLTEON
LEV. 50/HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSN
SAND-ATTACK	NRM

BATTLE 1
JUGGLER

The Juggler's crew has learned a few more moves, but it'll still be the same unpredictable bunch. Use Exeggutor's Stun Spore to paralyze them, since its resistance to Psychic-type attacks gives it an advantage. Starmie and Jolteon should help you finish the job with ease.

#92 GAST-LY
LEV. 53/HP 128

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
PSYWAVE	PSY

#93 HAUNT-ER
LEV. 51/HP 139

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
PSYWAVE	PSY

#94 GEN-GAR
LEV. 50/HP 151

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#96 DROW-ZEE
LEV. 52/HP 157

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#97 HYP-NO
LEV. 50/HP 176

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM

#124 JYN-X
LEV. 52/HP 162

ICE PSYCHIC

LOVELY KISS	NRM
METRONOME	NRM

BATTLE 2
BIKER

Exeggutor's the lead of choice again. It would be even better if you brought one enabled with Psychic, but the rental's Stun Spore and Leech Seed will serve well. Alakazam should beat on the Poison- and Fighting-types, while Tauros or Starmie should provide adequate backup.

#24 BOK-AR
LEV. 50/HP 149

POISON

ACID	PSN
ROCK SLIDE	RCK
STRENGTH	NRM
GLARE	NRM

#49 OTH-VENOM
LEV. 51/HP 162

BUG POISON

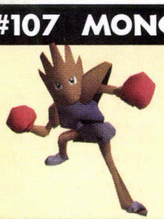
PSYCHIC	PSY
MEGA DRAIN	GRS
DOUBLE-EDGE	NRM
TOXIC	PSN

#106 MONLEE-HIT
LEV. 53/HP 147

FIGHTING

HI JUMP KICK	FTG
MEGA KICK	NRM
SEISMIC TOSS	FTG
FOCUS ENERGY	NRM

#107 MONCHAN-HI
LEV. 53/HP 147



FIGHTING

SUBMISSION	FTG
TAKE DOWN	NRM
SEISMIC TOSS	FTG
DOUBLE TEAM	NRM

#78 DASH-RAPI
LEV. 50/HP 154

FIRE

FIRE BLAST	FIR
DOUBLE-EDGE	NRM
FIRE SPIN	FIR
REFLECT	PSY

#20 CATE-RATI
LEV. 51/HP 147

NORMAL

HYPER FANG	NRM
SUPER FANG	NRM
DIG	GRD
ICE BEAM	ICE

BATTLE 3
MEDIUM

Alakazam, Dugtrio and Jolteon will cover all the bases when you go against Medium. You'll have to hope for good luck if her Pokémon confuse yours, but as long as you fight smart you should be OK. Be sure to keep Dugtrio away from Licki-tung and Tenta-crue's Ice-type attacks.

#93 HAUNT-ER LEV. 51/HP 136

GHOST **POISON**

CONFUSE RAY	GHO
NIGHT SHADE	GHO
PSYCHIC	PSY
EXPLOSION	NRM

#126 MAG-MAR LEV. 51/HP 157

FIRE

CONFUSE RAY	GHO
FIRE PUNCH	FIR
STRENGTH	NRM
PSYCHIC	PSY

#41 ZU-BAT LEV. 54/HP 139

POISON **FLYING**

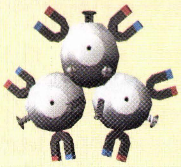
CONFUSE RAY	GHO
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS
TOXIC	PSN

#108 LICKI-TUNG LEV. 50/HP 179

NORMAL

SUPERSONIC	NRM
BODY SLAM	NRM
BLIZZARD	ICE
EARTHQUAKE	GRD

#82 MAGNE-TON LEV. 50/HP 139



ELECTRIC

SUPERSONIC	NRM
THUNDERBOLT	ELC
HYPER BEAM	NRM
THUNDER WAVE	ELC

#73 TENTA-CRUE LEV. 51/HP 172

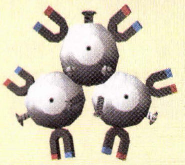
WATER **POISON**

SUPERSONIC	NRM
SURF	WTR
MEGA DRAIN	GRS
ICE BEAM	ICE

BATTLE 4
ROCKER

The Rocker presents the same split team that he did in the first round, and it causes the same matchup problems. You'll need Dugtrio for the Electric-types, but it won't stand a chance against the Grass-types. Tauros and Alakazam will help you no matter which type you face.

#82 MAGNETACE LEV. 50/HP 139



ELECTRIC

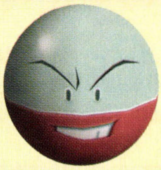
THUNDER	ELC
DOUBLE-EDGE	NRM
SCREECH	NRM
THUNDER WAVE	ELC

#125 BUZZACE LEV. 51/HP 157

ELECTRIC

THUNDERPUNCH	ELC
STRENGTH	NRM
SCREECH	NRM
THUNDER WAVE	ELC

#101 ELECTRACE LEV. 53/HP 157



ELECTRIC

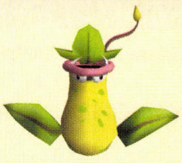
THUNDERBOLT	ELC
HYPER BEAM	NRM
EXPLOSION	NRM
THUNDER WAVE	ELC

#47 SECTACE LEV. 53/HP 157

BUG **GRASS**

SLASH	NRM
MEGA DRAIN	GRS
DIG	GRD
STUN SPORE	GRS

#71 VICTRACE LEV. 50/HP 169



GRASS **POISON**

RAZOR LEAF	GRS
ACID	PSN
DOUBLE-EDGE	NRM
STUN SPORE	GRS

#45 VILEPLACE LEV. 51/HP 167

GRASS **POISON**

PETAL DANCE	GRS
ACID	PSN
MEGA DRAIN	GRS
STUN SPORE	GRS

BATTLE 5
OLD MAN

Bring Jolteon to deal with the Flying- and Water-types, but lead with Exeggutor so you can paralyze the enemy right off the bat. Tauros or Alakazam might help you depending on the Old Man's selections, but Dugtrio is probably the safest bet for third string.

#148 DRAGAIR LEV. 53/HP 158

DRAGON

BLIZZARD	ICE
FIRE BLAST	FIR
THUNDER	ELC
BODY SLAM	NRM

#6 CHAZARD LEV. 52/HP 173

FIRE **FLYING**

FLAMETHROWER	FIR
SLASH	NRM
FLY	FLY
DIG	GRD

#26 RACHU LEV. 51/HP 152

ELECTRIC

THUNDERBOLT	ELC
SUBMISSION	FTG
SEISMIC TOSS	FTG
MEGA KICK	NRM

#123 SCYER LEV. 51/HP 162

BUG **FLYING**

SLASH	NRM
WING ATTACK	FLY
DOUBLE TEAM	NRM
TOXIC	PSN

#115 KANGKHAN LEV. 50/HP 194

NORMAL

DIZZY PUNCH	NRM
ROCK SLIDE	RCK
EARTHQUAKE	GRD
ICE BEAM	ICE

#62 PORATH LEV. 50/HP 179

WATER **FIGHTING**

SURF	WTR
SUBMISSION	FTG
EARTHQUAKE	GRD
BODY SLAM	NRM

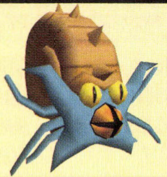
BATTLE 6

BEAUTY

You can count on Beauty to come in with a couple of Water-types, so use Jolteon to shock them out. If she starts using Double Team to make her Pokémon more evasive, you may be in for a long battle—try to paralyze them with Exeggutor, who will also help with the Ground-types.

#139 OMASTADY

LEV. 50/HP 159

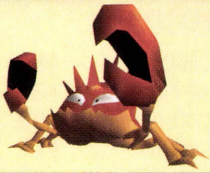


ROCK WATER

DOUBLE TEAM	NRM
BODY SLAM	NRM
SURF	WTR
TOXIC	PSN

#99 KINGLEDY

LEV. 50/HP 144



WATER

DOUBLE TEAM	NRM
CRABHAMMER	WTR
STRENGTH	NRM
BLIZZARD	ICE

#55 GOLDY

LEV. 51/HP 172

WATER

DOUBLE TEAM	NRM
SURF	WTR
ICE BEAM	ICE
DIG	GRD

#105 MARODY

LEV. 52/HP 155

GROUND

DOUBLE TEAM	NRM
DIG	GRD
ICE BEAM	ICE
SEISMIC TOSS	FTG

#95 ONIDY

LEV. 53/HP 131

ROCK GROUND

DOUBLE TEAM	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK
DOUBLE-EDGE	NRM

#22 FEARODY

LEV. 53/HP 163

NORMAL FLYING

DOUBLE TEAM	NRM
DRILL PECK	FLY
HYPER BEAM	NRM
TOXIC	PSN

SEMIFINAL

TAMER

You'd better lead with your Starmie for this battle. With Surf and Thunder at its disposal, it'll be able to deal with most anybody the Tamer sends in. You can bring Jolteon as a backup, but any combination of Tauros, Alakazam or Dugtrio should give all the help Starmie needs.

#26 CHURAI

LEV. 51/HP 152

ELECTRIC

FLASH	NRM
THUNDERBOLT	ELC
SEISMIC TOSS	FTG

#126 MARMAG

LEV. 52/HP 160

FIRE

SMOKESCREEN	NRM
FIRE PUNCH	FIR
BODY SLAM	NRM

#36 FABLECLE

LEV. 51/HP 187

NORMAL

FLASH	NRM
TRI ATTACK	NRM
SUBMISSION	FTG

#117 DRASEA

LEV. 50/HP 144

WATER

SMOKESCREEN	NRM
SURF	WTR
BLIZZARD	ICE

#18 EOTPIDG

LEV. 52/HP 179

NORMAL FLYING

SAND-ATTACK	NRM
FLY	FLY
DOUBLE-EDGE	NRM

#28 SLASHSAND

LEV. 53/HP 173

GROUND

SAND-ATTACK	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK

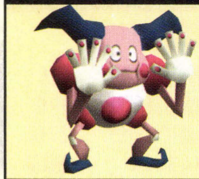
FINAL

PSYCHIC

The battle for the trophy will always be your toughest, merely because Psychic's Psychic-types aren't very vulnerable. All you can do is play defense by using your Psychic-type-resistant Exeggutor, Alakazam and Starmie to try to paralyze them and slowly knock them out.

#122 MIMENZA

LEV. 51/HP 132



PSYCHIC

PSYCHIC	PSY
THUNDERBOLT	ELC
MEGA PUNCH	NRM
LIGHT SCREEN	PSY

#64 DABRENZA

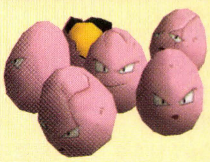
LEV. 52/HP 135

PSYCHIC

PSYCHIC	PSY
DIG	GRD
TRI ATTACK	NRM
THUNDER WAVE	ELC

#102 EGGUTENZA

LEV. 54/HP 162



GRASS PSYCHIC

PSYCHIC	PSY
DOUBLE-EDGE	NRM
SOLARBEAM	GRS
LEECH SEED	GRS

#79 SLOWPENZA

LEV. 50/HP 180

WATER PSYCHIC

PSYCHIC	PSY
SURF	WTR
EARTHQUAKE	GRD
TOXIC	PSN

#96 DROWENZA

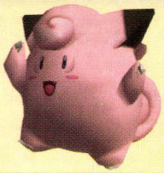
LEV. 51/HP 153

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
DREAM EATER	PSY
HYPNOSIS	PSY

#35 CLEFENZA

LEV. 50/HP 185



NORMAL

PSYCHIC	PSY
FIRE BLAST	FIR
BLIZZARD	ICE
STRENGTH	NRM

ULTRA BALL

RECOMMENDED RENTAL TEAM

Do any of these Pokémon look familiar? Your good old Alakazam, Dugtrio, Starmie and Jolteon will once again take you to the top with the help of some new pals. Gengar's diverse repertoire will immediately become your most useful tool, and Articuno's a Grass-type's nightmare.

#51 DUGTRIO LEV. 50/HP 113

GROUND

DIG	GRD
SAND-ATTACK	NRM
TOXIC	PSN
HYPER BEAM	NRM

#65 ALAKAZAM LEV. 50/HP 131

PSYCHIC

PSYBEAM	PSY
METRONOME	NRM
DISABLE	NRM
TRI ATTACK	NRM

#94 GENGAR LEV.50/HP 136

GHOST POISON

THUNDERBOLT	ELC
NIGHT SHADE	GHO
HYPNOSIS	PSY
CONFUSE RAY	GHO

#121 STARMIE LEV. 50/HP 136

WATER PSYCHIC

SURF	WTR
THUNDER	ELC
SWIFT	NRM
HARDEN	NRM

#135 JOLTEON LEV. 50/HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSN
SAND-ATTACK	NRM

#144 ARTICUNO LEV. 50/HP 162

ICE FLYING

ICE BEAM	ICE
SKY ATTACK	FLY
RAZOR WIND	NRM
SUBSTITUTE	NRM

BATTLE 1

JUGGLER

Old Metronome-fiend is back again, so once again you'll have a fight that the fates control. All of his Pokémon are extremely resilient, so you'd better have a lot of firepower. Why not try out your newbies, Gengar and Articuno, and back them up with either Alakazam or Starmie?

#143 SNOR-LAX LEV. 50/HP 253

NORMAL

METRONOME	NRM

#113 CHAN-SEY LEV. 51/HP 350

NORMAL

METRONOME	NRM

#68 MA-CHAMP LEV. 51/HP 186

FIGHTING

METRONOME	NRM

#57 PRIM-APE LEV. 53/HP 167

FIGHTING

METRONOME	NRM

#76 GO-LEM LEV. 52/HP 180

ROCK GROUND

METRONOME	NRM

#62 POLI-WRATH LEV. 52/HP 190

WATER FIGHTING

METRONOME	NRM

BATTLE 2

BIKER

Biker is pretty unpredictable as well, merely because his Pokémon all have an unexpected special attack like Fire Blast, Blizzard or Thunder. Alakazam and Gengar should have their way with the Fighting- and Poison-types. Bring Jolteon or Articuno for physical support.

#89 K-MU LEV. 50/HP 197

POISON

SLUDGE	PSN
MEGA DRAIN	GRS
THUNDERBOLT	ELC
TOXIC	PSN

#31 QUEEN-NIDO LEV. 50/HP 182

POISON GROUND

EARTHQUAKE	GRD
BODY SLAM	NRM
BLIZZARD	ICE
TOXIC	PSN

#57 APE-PRIME LEV. 52/HP 163

FIGHTING

SUBMISSION	FTG
THRASH	NRM
THUNDER	ELC
ROCK SLIDE	RCK

#67 CHOKE-MA LEV. 51/HP 175

FIGHTING

SUBMISSION	FTG
EARTHQUAKE	GRD
SEISMIC TOSS	FTG
FIRE BLAST	FIR

#127 SIR-PIN LEV. 53/HP 166

BUG

SLASH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG
TOXIC	PSN

#117 DRA-SEA LEV. 51/HP 150

WATER

HYDRO PUMP	WTR
ICE BEAM	ICE
DOUBLE-EDGE	NRM
SMOKESCREEN	NRM

BATTLE 3
MEDIUM

You should know Medium's tactics by now—she'll try to confuse you no matter what Pokémon she has in the field. Try to confuse them right back with your Gengar, or put them to sleep with Hypnosis. Use your Dugtrio against Nine-tales and Magne-ton and Alakazam against the rest.

#94 GEN-GAR LEV. 51/HP 155

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
PSYCHIC	PSY
HYPER BEAM	NRM

#131 LA-PRAS LEV. 50/HP 222

WATER ICE

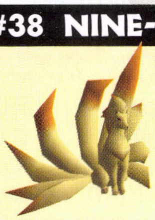
CONFUSE RAY	GHO
HYDRO PUMP	WTR
ICE BEAM	ICE
BODY SLAM	NRM

#42 GOL-BAT LEV. 53/HP 176

POISON FLYING

CONFUSE RAY	GHO
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS
SCREECH	NRM

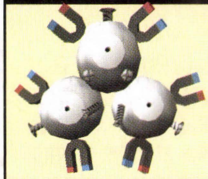
#38 NINE-TALES LEV. 52/HP 171



FIRE

CONFUSE RAY	GHO
FIRE BLAST	FIR
QUICK ATTACK	NRM
DIG	GRD

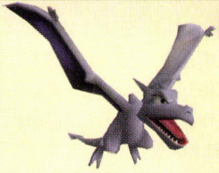
#82 MAGNE-TON LEV. 51/HP 145



ELECTRIC

SUPERSONIC	NRM
THUNDERBOLT	ELC
HYPER BEAM	NRM
SCREECH	NRM

#142 AERO-DACT LEV. 52/HP 179



ROCK FLYING

SUPERSONIC	NRM
FLY	FLY
FIRE BLAST	FIR
DOUBLE-EDGE	NRM

BATTLE 4
ROCKER

Same Rocker, different Cup. He has stronger Pokémon, but their type breakdown is the same. Unfortunately for him, this time you have Articuno to freeze out his Grass-types. Dugtrio takes care of the Electric-type threats, and you can fill out your team with Gengar or Alakazam.

#125 BUZZACE LEV. 51/HP 160

ELECTRIC

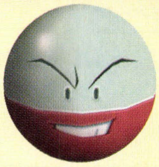
THUNDERPUNCH	ELC
PSYCHIC	PSY
MEGA KICK	NRM
THUNDER WAVE	ELC

#135 JOLTACE LEV. 51/HP 160

ELECTRIC

THUNDER	ELC
PIN MISSILE	BUG
DOUBLE-EDGE	NRM
THUNDER WAVE	ELC

#101 ELECTRACE LEV. 53/HP 161



ELECTRIC

THUNDERBOLT	ELC
HYPER BEAM	NRM
SWIFT	NRM
THUNDER WAVE	ELC

#3 VENUSACE LEV. 50/HP 172

GRASS POISON

RAZOR LEAF	GRS
BODY SLAM	NRM
MEGA DRAIN	GRS
LEECH SEED	GRS

#45 VILEPLACE LEV. 52/HP 173

GRASS POISON

PETAL DANCE	GRS
ACID	PSN
TAKE DOWN	NRM
STUN SPORE	GRS

#114 TANGELACE LEV. 52/HP 163

GRASS

MEGA DRAIN	GRS
HYPER BEAM	NRM
GROWTH	NRM
STUN SPORE	GRS

BATTLE 5
OLD MAN

As always, the Old Man is extremely dangerous, but once again your Articuno will give you the advantage against his Ground- and Flying-types. Jolteon is also a perfect opponent for the varied Flying-types, while Dugtrio will give you a chance if he brings out his Magton.

#149 DRAGITE LEV. 55/HP 200

DRAGON FLYING

BLIZZARD	ICE
FIRE BLAST	FIR
STRENGTH	NRM
DRAGON RAGE	DRG

#128 TAS LEV. 50/HP 167

NORMAL

BODY SLAM	NRM
EARTHQUAKE	GRD
THUNDER	ELC
TOXIC	PSN

#146 MORES LEV. 50/HP 182

FIRE FLYING

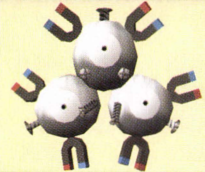
FIRE BLAST	FIR
FLY	FLY
DOUBLE-EDGE	NRM
REFLECT	PSY

#130 GYADOS LEV. 50/HP 187

WATER FLYING

HYDRO PUMP	WTR
ICE BEAM	ICE
HYPER BEAM	NRM
REFLECT	PSY

#82 MAGTON LEV. 50/HP 142



ELECTRIC

THUNDERBOLT	ELC
DOUBLE-EDGE	NRM
FLASH	NRM
THUNDER WAVE	ELC

#112 RHON LEV. 50/HP 197

GROUND ROCK

EARTHQUAKE	GRD
ROCK SLIDE	RCK
SUBMISSION	FTG
SURF	WTR

BATTLE 6
BEAUTY

Beauty's back, and she'll be using Double Team to make her Pokémon untouchable again. Try confusing or hypnotizing them with Gengar, then launch a full assault with Articuno and Starmie. Jolteon might also be a good choice to fight Beauty's Blastody, Miedy and Dodridy.

#141 TOPDY LEV. 52/HP 158

ROCK WATER

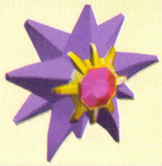
DOUBLE TEAM	NRM
SLASH	NRM
SUBMISSION	FTG
HYDRO PUMP	WTR

#9 BLASTODY LEV. 50/HP 171

WATER

DOUBLE TEAM	NRM
HYDRO PUMP	WTR
ICE BEAM	ICE
STRENGTH	NRM

#121 MIEDY LEV. 51/HP 155



WATER PSYCHIC

DOUBLE TEAM	NRM
THUNDERBOLT	ELC
DOUBLE-EDGE	NRM
SURF	WTR

#76 GOLEDY LEV. 53/HP 182

ROCK GROUND

DOUBLE TEAM	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK
FIRE BLAST	FIR

#28 SLADY LEV. 52/HP 173

GROUND

DOUBLE TEAM	NRM
DIG	GRD
SLASH	NRM
SEISMIC TOSS	FTG

#85 DODRIDY LEV. 51/HP 155

NORMAL FLYING

DOUBLE TEAM	NRM
DRILL PECK	FLY
TRI ATTACK	NRM
REFLECT	PSY

SEMIFINAL
TAMER

Tamer's Pokémon are creatures of few attacks, but the ones they do know they use with frightening efficiency. Your new best friends, Gengar and Articuno, should be your main fighters, and Starmie's multiple threats make it a good third choice. Alakazam will also work.

#128 ROSTAU LEV. 50/HP 167

NORMAL

STOMP	NRM
BIDE	NRM

#78 DASHRAPI LEV. 50/HP 157

FIRE

STOMP	NRM
EMBER	FIR

#106 MONLEEHIT LEV. 53/HP 150

FIGHTING

ROLLING KICK	FTG
METRONOME	NRM

#53 SIANPER LEV. 51/HP 160

NORMAL

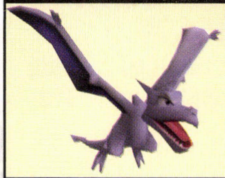
BITE	NRM
WATER GUN	WTR

#20 CATERATI LEV. 52/HP 153

NORMAL

HYPER FANG	NRM
BUBBLEBEAM	WTR

#142 DACTYLAERO LEV. 52/HP 179



ROCK FLYING

BITE	NRM
WING ATTACK	FLY

FINAL
PSYCHIC

All those Psychic-types are back for more, and this time Psychic has added a Chansey with tons of HP to the mix. Try poisoning it with Dugtrio and then putting it to sleep with Gengar until it passes out. Alakazam and Articuno will also help, but you'll need plenty of luck.

#122 MIMENZA LEV. 50/HP 134

PSYCHIC

PSYCHIC	PSY
THUNDERBOLT	ELC
SEISMIC TOSS	FTG
BARRIER	PSY

#97 HYPNENZA LEV. 50/HP 179

PSYCHIC

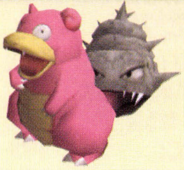
PSYCHIC	PSY
DREAM EATER	PSY
SEISMIC TOSS	FTG
HYPNOSIS	PSY

#65 ZAMENZA LEV. 52/HP 154

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
DIG	GRD
REFLECT	PSY

#80 BROENZA LEV. 50/HP 189



WATER PSYCHIC

PSYCHIC	PSY
SURF	WTR
HEADBUTT	NRM
FLASH	NRM

#124 JYNENZA LEV. 54/HP 173

ICE PSYCHIC

PSYCHIC	PSY
ICE BEAM	ICE
SEISMIC TOSS	FTG
REFLECT	PSY

#113 CHANENZA LEV. 51/HP 350

NORMAL

PSYCHIC	PSY
FIRE BLAST	FIR
SEISMIC TOSS	FTG
SOFTBOILED	NRM

MASTER BALL

RECOMMENDED RENTAL TEAM

We won't kid you—it will be extremely hard to beat the Master Ball this time around with just rental Pokémon, but with a little luck and a strategy you can pull it off. We brought back Lapras and Exeggutor for this team, but feel free to keep Gengar and Articuno if you like.

#51 DUGTRIO LEV. 50/HP 113

GROUND

DIG	GRD
SAND-ATTACK	NRM
TOXIC	PSN
HYPER BEAM	NRM

#65 ALAKAZAM LEV. 50/HP 131

PSYCHIC

PSYBEAM	PSY
METRONOME	NRM
DISABLE	NRM
TRI ATTACK	NRM

#103 EXEGGUTOR LEV. 50/HP 168

GRASS PSYCHIC

MEGA DRAIN	GRS
STUN SPORE	GRS
LEECH SEED	GRS
EGG BOMB	NRM

#121 STARMIE LEV. 50/HP 136

WATER PSYCHIC

SURF	WTR
THUNDER	ELC
SWIFT	NRM
HARDEN	NRM

#131 LAPRAS LEV. 50/HP 206

WATER ICE

ICE BEAM	ICE
SOLARBEAM	GRS
BODY SLAM	NRM
SING	NRM

#135 JOLTEON LEV. 50/HP 141

ELECTRIC

THUNDERBOLT	ELC
PIN MISSILE	BUG
TOXIC	PSN
SAND-ATTACK	NRM

BATTLE 1

JUGGLER

Luckily, this is the last time you have to face this dice-rolling nuisance. Unless you're really unlucky, you should be able to dispose of the Juggler with Lapras, Exeggutor and Starmie, but just be careful of using physical attacks against the Pokémon who have Counter.

#65 ALA-KAZAM LEV. 51/HP 153

PSYCHIC

METRONOME	NRM
COUNTER	FTG

#64 KAD-ABRA LEV. 53/HP 143

PSYCHIC

METRONOME	NRM
COUNTER	FTG

#122 MR.-MIME LEV. 52/HP 141

PSYCHIC

METRONOME	NRM

#125 ELECTA-BUZ LEV. 51/HP 164

ELECTRIC

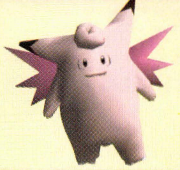
METRONOME	NRM
COUNTER	FTG

#126 MAG-MAR LEV. 51/HP 164

FIRE

METRONOME	NRM
COUNTER	FTG

#36 CLE-FABLE LEV. 51/HP 194



NORMAL

METRONOME	NRM

BATTLE 2

BIKER

Alakazam and Lapras should both have luck against Biker's team, and you can deal with the physically strong On-Flare with your Dugtrio or your Starmie. You'll have to finish the battle quickly or else Biker's Toxic attacks might poison your Pokémon right out of the match.

#110 ING-WEEZ LEV. 51/HP 163

POISON

SLUDGE	PSN
HYPER BEAM	NRM
THUNDERBOLT	ELC
TOXIC	PSN

#34 KING-NIDO LEV. 53/HP 185

POISON GROUND

EARTHQUAKE	GRD
ROCK SLIDE	RCK
BLIZZARD	ICE
TOXIC	PSN

#68 CHAMP-MA LEV. 52/HP 192

FIGHTING

SUBMISSION	FTG
BODY SLAM	NRM
FIRE BLAST	FIR
TOXIC	PSN

#62 RATH-POLIW LEV. 50/HP 185

WATER FIGHTING

SURF	WTR
SUBMISSION	FTG
PSYCHIC	PSY
TOXIC	PSN

#136 ON-FLARE LEV. 52/HP 166

FIRE

FLAMETHROWER	FIR
DOUBLE-EDGE	NRM
QUICK ATTACK	NRM
TOXIC	PSN

#115 KHAN-KANGA LEV. 51/HP 203

NORMAL

BODY SLAM	NRM
SEISMIC TOSS	FTG
ICE BEAM	ICE
TOXIC	PSN

BATTLE 3
MEDIUM

Here's your daily dose of confusion, compliments of Medium! Try to paralyze the confusing Pokémon with Exeggutor's Stun Spore or put them to sleep with Lapras's Sing. You should bring Alakazam to deal with the Ghost-types and Dugtrio or Starmie for the Fire-types.

#94 GEN-GAR LEV. 50/HP 155

GHOST POISON

CONFUSE RAY	GHO
PSYCHIC	PSY
THUNDERBOLT	ELC
NIGHT SHADE	GHO

#93 HAUNT-ER LEV. 51/HP 142

GHOST POISON

CONFUSE RAY	GHO
PSYCHIC	PSY
NIGHT SHADE	GHO
EXPLOSION	NRM

#42 GOL-BAT LEV. 53/HP 179

POISON FLYING

CONFUSE RAY	GHO
MEGA DRAIN	GRS
DOUBLE-EDGE	NRM
TOXIC	PSN

#126 MAG-MAR LEV. 53/HP 169

FIRE

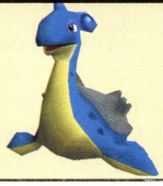
CONFUSE RAY	GHO
FIRE BLAST	FIR
PSYCHIC	PSY
SEISMIC TOSS	FTG

#38 NINE-TALES LEV. 52/HP 174

FIRE

CONFUSE RAY	GHO
FLAMETHROWER	FIR
DIG	GRD
BODY SLAM	NRM

#131 LA-PRAS LEV. 50/HP 225



WATER ICE

CONFUSE RAY	GHO
SURF	WTR
BLIZZARD	ICE
BODY SLAM	NRM

BATTLE 4
ROCKER

Remember this guy? Three Electric-types and three Grass-types. Of course, they're all much stronger opponents than in the previous Cups, but you can still match up with Lapras, Dugtrio and Alakazam. Just be sure to shuffle Lapras and Dugtrio when they become vulnerable.

#145 ZAPACE LEV. 50/HP 177

ELECTRIC FLYING

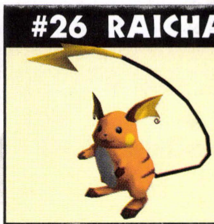
THUNDERBOLT	ELC
DRILL PECK	FLY
SWIFT	NRM
THUNDER WAVE	ELC

#135 JOLTACE LEV. 53/HP 169

ELECTRIC

THUNDERBOLT	ELC
HYPER BEAM	NRM
PIN MISSILE	BUG
THUNDER WAVE	ELC

#26 RAICHASE LEV. 54/HP 166



ELECTRIC

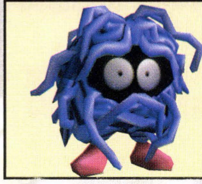
THUNDERBOLT	ELC
BODY SLAM	NRM
SEISMIC TOSS	FTG
THUNDER WAVE	ELC

#103 EXEGGUTACE LEV. 50/HP 190

GRASS PSYCHIC

PSYCHIC	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM
STUN SPORE	GRS

#114 TANGELACE LEV. 51/HP 163



GRASS

MEGA DRAIN	GRS
DOUBLE-EDGE	NRM
GROWTH	NRM
STUN SPORE	GRS

#71 VICTRACE LEV. 51/HP 178

GRASS POISON

RAZOR LEAF	GRS
ACID	PSN
GROWTH	NRM
STUN SPORE	GRS

BATTLE 5
OLD MAN

Defeating the Old Man is very hard this round, because you'll have to get lucky in your matchups. Lapras is essential, as it can withstand damage, beat Dragonite and Sing others to sleep. You'll have to experiment for your other two Pokémon, but try Dugtrio and Exeggutor first.

#149 DRAGITE LEV. 55/HP 204

DRAGON FLYING

THUNDERBOLT	ELC
BODY SLAM	NRM
BLIZZARD	ICE
THUNDER WAVE	ELC

#144 ARTUNO LEV. 50/HP 186

ICE FLYING

ICE BEAM	ICE
FLY	FLY
SWIFT	NRM
TOXIC	PSN

#59 ARNINE LEV. 50/HP 186

FIRE

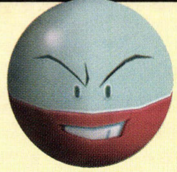
FLAMETHROWER	FIR
DIG	GRD
DOUBLE-EDGE	NRM
DRAGON RAGE	DRG

#127 PINIR LEV. 50/HP 161

BUG

SLASH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG
DOUBLE TEAM	NRM

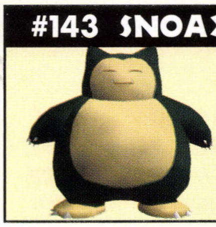
#101 ELERODE LEV. 50/HP 156



ELECTRIC

THUNDERBOLT	ELC
HYPER BEAM	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#143 SNOAX LEV. 55/HP 280



NORMAL

STRENGTH	NRM
EARTHQUAKE	GRD
PSYCHIC	PSY
AMNESIA	PSY

BATTLE 6

BEAUTY

Your last meeting with Beauty should be an affair to remember. Jolteon is going to be the key to success, as its Thunder should electrify the Water- and Flying-types she favors. Lapras's Ice-type assaults will take care of Rhyddy and Dugdy, but also bring Starmie or Exeggutor.

#130 GYARADY LEV. 51/HP 194

WATER FLYING

HYDRO PUMP	WTR
FIRE BLAST	FIR
HYPER BEAM	NRM
DOUBLE TEAM	NRM

#73 CRUELDY LEV. 52/HP 182

WATER POISON

SURF	WTR
BLIZZARD	ICE
MEGA DRAIN	GRS
DOUBLE TEAM	NRM

#134 VAPODY LEV. 50/HP 226

WATER

SURF	WTR
ICE BEAM	ICE
QUICK ATTACK	NRM
DOUBLE TEAM	NRM

#112 RHYDDY LEV. 53/HP 212

GROUND ROCK

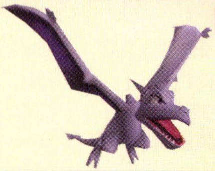
EARTHQUAKE	GRD
ROCK SLIDE	RCK
BODY SLAM	NRM
DOUBLE TEAM	NRM

#51 DUGDY LEV. 51/HP 133

GROUND

EARTHQUAKE	GRD
ROCK SLIDE	RCK
SLASH	NRM
DOUBLE TEAM	NRM

#142 AERODY LEV. 51/HP 179



ROCK FLYING

FLY	FLY
FIRE BLAST	FIR
DOUBLE-EDGE	NRM
DOUBLE TEAM	NRM

SEMIFINAL

TAMER

Don't be fooled by their limited abilities—Tamer's Pokémon are extremely dangerous. Every one of them is equipped with a powerful special attack and one that almost guarantees a Critical Hit. Use Lapras, Exeggutor and Starmie and hope for the best—it'll be a close match.

#6 ZARDCHARI LEV. 52/HP 180

FIRE FLYING

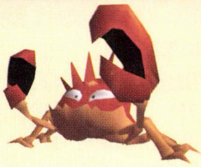
SLASH	NRM
FLAMETHROWER	FIR

#3 SAURVENU LEV. 51/HP 179

GRASS POISON

RAZOR LEAF	GRS
BODY SLAM	NRM

#99 LERKING LEV. 51/HP 153



WATER

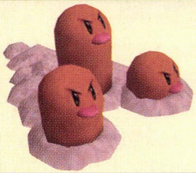
CRABHAMMER	WTR
DOUBLE-EDGE	NRM

#123 THERSCY LEV. 53/HP 175

BUG FLYING

SLASH	NRM
WING ATTACK	FLY

#51 TRIODUG LEV. 51/HP 133



GROUND

SLASH	NRM
EARTHQUAKE	GRD

#53 SIANPER LEV. 51/HP 164

NORMAL

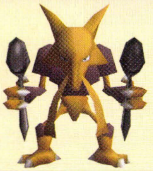
SLASH	NRM
THUNDERBOLT	ELC

FINAL

PSYCHIC

This is it—the Psychic is all that stands between you and Poké Cup supremacy. Let's hope you've saved up some continues, because you may have to try a few times before you catch enough breaks to win. With Exeggutor, Starmie and Lapras on your side, you'll have a chance.

#65 ZAMENZA LEV. 51/HP 153



PSYCHIC

PSYCHIC	PSY
DIG	GRD
RECOVER	NRM
REFLECT	PSY

#97 HYPNENZA LEV. 51/HP 184

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
THUNDER WAVE	ELC
REFLECT	PSY

#80 BROENZA LEV. 50/HP 191

WATER PSYCHIC

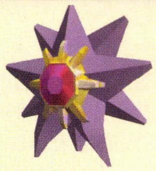
PSYCHIC	PSY
SURF	WTR
THUNDER WAVE	ELC
AMNESIA	PSY

#103 GUTORENZA LEV. 51/HP 194

GRASS PSYCHIC

PSYCHIC	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM
TOXIC	PSN

#121 MIENZA LEV. 52/HP 161



WATER PSYCHIC

PSYCHIC	PSY
HYDRO PUMP	WTR
THUNDERBOLT	ELC
RECOVER	NRM

#124 JYNENZA LEV. 52/HP 167

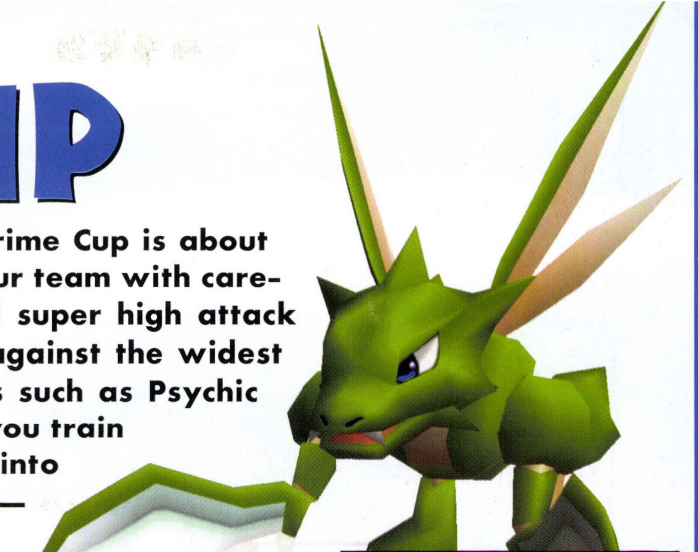
ICE PSYCHIC

PSYCHIC	PSY
ICE BEAM	ICE
BODY SLAM	NRM
LOVELY KISS	NRM

ROUND 2

PRIME CUP

The no-holds-barred action of Round 2 of the Prime Cup is about as intense as it gets. Your best bet is to stock your team with carefully selected Pokémon with lots of Speed and super high attack ratings. In general, the most effective attacks against the widest range of Pokémon are what you need—attacks such as Psychic or Blizzard. You'll have a definite advantage if you train your own super Pokémon and transfer them into Stadium. If you are renting, you'll get a treat—Mew is now available as a powerful rental.



POKé BALL 98
GREAT BALL 101
ULTRA BALL 104
MASTER BALL .. 107

MEW
100 OK
HP 192/330
beedrill
100 OK
HP 226/317

GOLDUCK
100 OK
HP 114/316
297

EXEGGUTOR
100 OK
HP 126/334
omastar
100 OK
HP 320/320

DRAGONITE
100 OK
HP 320/320
omastar
100 OK
HP 320/320

RHYDON
100 OK
HP 354/354
omastar
100 OK
HP 303/320
Go! RHYDON!

FEAROW
100 OK
HP 161/286
squirtle
100 PARALYZE
HP 275/275

MAGNETON
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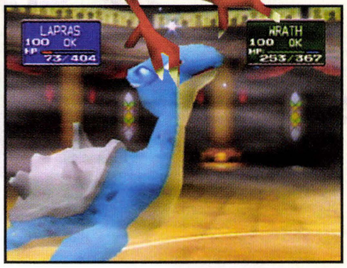
HP 256/256
squirtle
100 OK
HP 275/275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HP 73/404
WRATH
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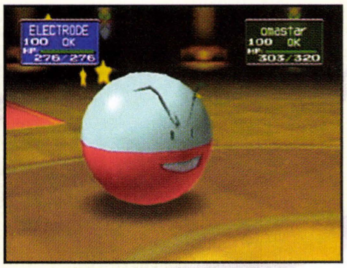
HP 253/367


ELECTRODE
100 OK
HP 276/276
omastar
100 OK
HP 303/320

RECOMMENDED RENTAL TEAM

Our chosen six for the Poké Ball may surprise you, but this is a balanced team that should take you all the way to the end. These Pokémon were chosen primarily for Speed and Attack strength. Drowzee is a particularly useful team member when you're not sure how to fill out your ranks.

#61 POLIWHIRL

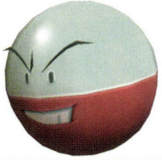
LEV. 100/HP 294

WATER

SURF	WTR
ICE BEAM	ICE
PSYCHIC	PSY
AMNESIA	PSY

#101 ELECTRODE

LEV. 100/HP 276

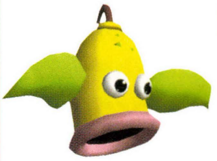


ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#70 WEEPINBELL

LEV. 100/HP 294



GRASS POISON

RAZOR LEAF	GRS
MEGA DRAIN	GRS
GROWTH	NRM
STUN SPORE	GRS

#96 DROWZEE

LEV. 100/HP 292

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
SEISMIC TOSS	FTG
PSYCHIC	PSY

#67 MACHOKE

LEV. 100/HP 324

FIGHTING

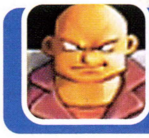
SUBMISSION	FTG
DIG	GRD
SEISMIC TOSS	FTG
FOCUS ENERGY	NRM

#105 MAROWAK

LEV. 100/HP 284

GROUND

BONE CLUB	GRD
HEADBUTT	NRM
THRASH	NRM
FOCUS ENERGY	NRM



BATTLE 1

CUEBALL

Preparing for Cueball's team is easy when you've got Poliwhirl, Electrode and Drowzee waiting on the bench. Poliwhirl should have no trouble against the Fire-type Pokémon, and the same is true of Electrode with the Water-types. Drowzee can psyche-out caterpie and weedle.

#10 caterpie

LEV. 100/HP 281

BUG

TACKLE	NRM
STRING SHOT	BUG

#13 weedle

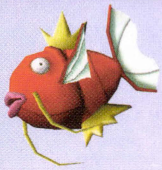
LEV. 100/HP 271

BUG POISON

POISON STING	PSN
STRING SHOT	BUG

#129 magikarp

LEV. 100/HP 233



WATER

SPLASH	NRM
TACKLE	NRM

#7 squirtle

LEV. 100/HP 275

WATER

STRENGTH	NRM
SURF	WTR
DIG	GRD
HYDRO PUMP	WTR

#58 growlithe

LEV. 100/HP 297

FIRE

FLAMETHROWER	FIR
DIG	GRD
BITE	NRM
FIRE BLAST	FIR

#4 charmander

LEV. 100/HP 265

FIRE

FLAMETHROWER	FIR
FIRE SPIN	FIR
SLASH	NRM
SWIFT	NRM

BATTLE 2

JUDOBOY

Drowzee will wake up Judoboy with the Psychic attack against Chop, Vee, Drill and Attata, but Drill's Hyper Beam can send Drowzee to bed. Marowak is your best Pokémon to battle Nido♂, and Poliwhirl should make quick work of Cubon and is a good backup against Drill.

#66 CHOP

LEV. 100/HP 327

FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
STRENGTH	NRM
ROCK SLIDE	RCK

#32 NIDO♂

LEV. 100/HP 279

POISON

FOCUS ENERGY	NRM
BODY SLAM	NRM
THUNDER	ELC
DOUBLE KICK	FTG

#15 DRILL

LEV. 100/HP 317

BUG POISON

FOCUS ENERGY	NRM
TWINEEDLE	BUG
MEGA DRAIN	GRS
HYPER BEAM	NRM

#19 ATTATA

LEV. 100/HP 247

NORMAL

FOCUS ENERGY	NRM
HYPER FANG	NRM
BLIZZARD	ICE
DIG	GRD

#133 VEE

LEV. 100/HP 297

NORMAL

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
QUICK ATTACK	NRM
BITE	NRM

#104 CUBON

LEV. 100/HP 287

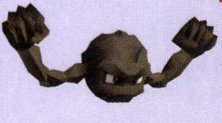
GROUND

FOCUS ENERGY	NRM
BONEMERANG	GRD
HEADBUTT	NRM
ICE BEAM	ICE

BATTLE 3
GAMBLER

The Gambler is gambling that his many Psychic-type Pokémon will wear you down. Even so, prepare for Dudeo and Marmag by including Poliwhirl on your team. Drowzee may be the best to handle the Psychics, and Machoke can take on Fairyclef with Seismic Toss or anyone else using Dig.

#74 DUDEO
LEV. 100/HP 267



ROCK GROUND

METRONOME	NRM
DEFENSE CURL	NRM

#126 MARMAG
LEV. 100/HP 310

FIRE

METRONOME	NRM
CONFUSE RAY	GHO

#35 FAIRYCLEF
LEV. 100/HP 331

NORMAL

METRONOME	NRM
LIGHT SCREEN	PSY
REFLECT	PSY

#63 RAAB
LEV. 100/HP 237

PSYCHIC

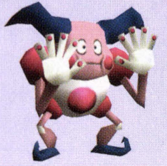
METRONOME	NRM
REFLECT	PSY

#96 ZEEDROW
LEV. 100/HP 300

PSYCHIC

METRONOME	NRM
REFLECT	PSY

#122 MIMER
LEV. 100/HP 255



PSYCHIC

METRONOME	NRM
BARRIER	PSY
LIGHT SCREEN	PSY

BATTLE 4
ROCKET

Here's Marowak's chance to shine. Use Marowak's Bone Club attack against the poisonous mob of Ekanact1, Nidoact4 and Grimact3. Electrode won't have any trouble zapping Horsact2 and Deenact6 if they appear, and Weepinbell is on the team in case Gravact2 enters the ring.

#23 EKANACT1
LEV. 100/HP 234

POISON

GLARE	NRM
ACID	PSN
BITE	NRM
SCREECH	NRM

#75 GRAVACT2
LEV. 100/HP 297

ROCK GROUND

ROCK SLIDE	RCK
DIG	GRD
STRENGTH	NRM
DEFENSE CURL	NRM

#88 GRIMACT3
LEV. 100/HP 347

POISON

SLUDGE	PSN
BODY SLAM	NRM
SCREECH	NRM
ACID ARMOR	PSN

#29 NIDOACT4 ♀
LEV. 100/HP 297

POISON

DOUBLE KICK	FTG
TAKE DOWN	NRM
TOXIC	PSN
TAIL WHIP	NRM

#116 HORSACT5
LEV. 100/HP 247

WATER

BUBBLEBEAM	WTR
SMOKESCREEN	NRM
DOUBLE-EDGE	NRM
LEER	NRM

#118 DEENACT6
LEV. 100/HP 277

WATER

WATERFALL	WTR
HORN ATTACK	NRM
ICE BEAM	ICE
TAIL WHIP	NRM

BATTLE 5
LAB MAN

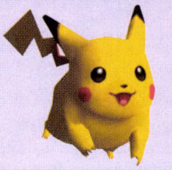
This match may give you fits, because your rental team doesn't match up well. Even so, you should include Machoke for combating Puf-Jig and Owth-Me. Electrode's job is to keep Cool-Tenta and Dish-Od down. Poliwhirl's task is to use its Ice Beam in case Tini-Dra appears.

#39 PUF-JIG
LEV. 100/HP 417

NORMAL

DOUBLE TEAM	NRM
STRENGTH	NRM
TOXIC	PSN
PSYCHIC	PSY

#25 CHU-PIKA
LEV. 100/HP 257



ELECTRIC

DOUBLE TEAM	NRM
THUNDER	ELC
SLAM	NRM
TOXIC	PSN

#43 DISH-OD
LEV. 100/HP 277

GRASS POISON

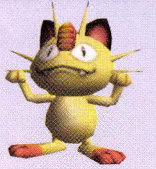
DOUBLE TEAM	NRM
MEGA DRAIN	GRS
DOUBLE-EDGE	NRM
TOXIC	PSN

#72 COOL-TENTA
LEV .100/HP 258

WATER POISON

DOUBLE TEAM	NRM
SURF	WTR
TOXIC	PSN
CUT	NRM

#52 OWTH-ME
LEV. 100/HP 267



NORMAL

DOUBLE TEAM	NRM
SLASH	NRM
TOXIC	PSN
THUNDERBOLT	ELC

#147 TINI-DRA
LEV .100/HP 260

DRAGON

DOUBLE TEAM	NRM
HYPER BEAM	NRM
FIRE BLAST	FIR
TOXIC	PSN

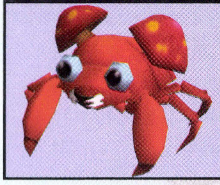
BATTLE 6

COOL ♀

Lacking fire and flying attacks, you may feel outgunned by this opponent's three Grass-type Pokémon. Drowzee should help you get through the ordeal, and Electrode can help, as well as take care of Wagance and Psydance. Marowak can take on Nemitance if it shows up.

#46 PARANCE

LEV. 100/HP 257

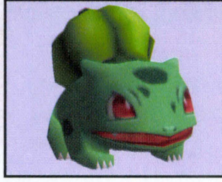


BUG **GRASS**

SPORE	GRS
SLASH	NRM
GROWTH	NRM
MEGA DRAIN	GRS

#1 BULANCE

LEV. 100/HP 277

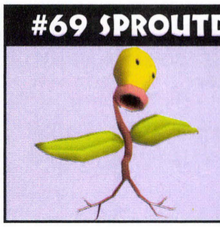


GRASS **POISON**

LEECH SEED	GRS
RAZOR LEAF	GRS
TAKE DOWN	NRM
TOXIC	PSN

#69 SPROUTDANCE

LEV. 100/HP 287



GRASS **POISON**

ACID	PSN
MEGA DRAIN	GRS
SLAM	NRM
STUN SPORE	GRS

#81 NEMITANCE

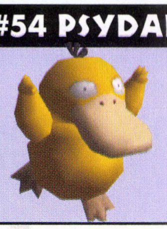
LEV. 100/HP 237

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SCREECH	NRM
SWIFT	NRM

#54 PSYDANCE

LEV. 100/HP 287



WATER

HYDRO PUMP	WTR
CONFUSION	PSY
DISABLE	NRM
STRENGTH	NRM

#60 WAGANCE

LEV. 100/HP 267

WATER

SURF	WTR
BODY SLAM	NRM
HYPNOSIS	PSY
ICE BEAM	ICE

SEMIFINAL

BIRDBOY

Electrode will likely get you through this entire encounter, as its Electric-type attacks will brutalize all six of these Flying-types. Just in case Electrode doesn't make it, though, bring Poliwhirl for its Ice-type attack and Drowzee as an all-purpose backup.

#144 ARTICASH

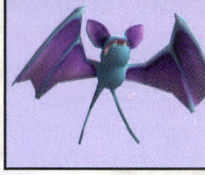
LEV. 100/HP 353

ICE **FLYING**

BLIZZARD	ICE
FLY	FLY
SWIFT	NRM
BUBBLEBEAM	WTR

#41 ZUBATASH

LEV. 100/HP 273



POISON **FLYING**

CONFUSE RAY	GHO
BITE	NRM
MEGA DRAIN	GRS
TOXIC	PSN

#16 PIDGASH

LEV. 100/HP 273

NORMAL **FLYING**

SAND-ATTACK	NRM
FLY	FLY
QUICK ATTACK	NRM
MIRROR MOVE	FLY

#21 SPEARASH

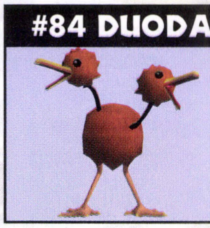
LEV. 100/HP 271

NORMAL **FLYING**

DRILL PECK	FLY
DOUBLE-EDGE	NRM
LEER	NRM
MIRROR MOVE	FLY

#84 DUODASH

LEV. 100/HP 257

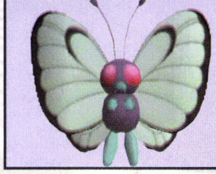


NORMAL **FLYING**

FLY	FLY
TRI ATTACK	NRM
GROWL	NRM
REFLECT	PSY

#12 BUTTERFASH

LEV. 100/HP 307



BUG **FLYING**

PSYCHIC	PSY
STUN SPORE	GRS
SUPERSONIC	NRM
HYPER BEAM	NRM

FINAL

COOL ♂

The final match features an interesting mix. If Ditto shows up, get it to transform into Poliwhirl, then defeat it with Weepinbell. The other match-ups are pretty obvious. Weepinbell fights Shrewstor and Seelstor. Poliwhirl battles Vulstor, and Marowak takes on Voltstor and Kofstor.

#37 VULSTOR

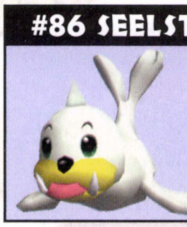
LEV. 100/HP 267

FIRE

FLAMETHROWER	FIR
CONFUSE RAY	GHO
DIG	GRD
QUICK ATTACK	NRM

#86 SEELSTOR

LEV. 100/HP 317

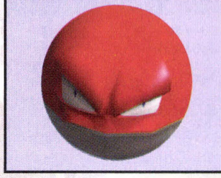


WATER

ICE BEAM	ICE
SURF	WTR
HEADBUTT	NRM
GROWL	NRM

#100 VOLTSTOR

LEV. 100/HP 267



ELECTRIC

THUNDERBOLT	ELC
EXPLOSION	NRM
REFLECT	PSY
SWIFT	NRM

#27 SHREWSTOR

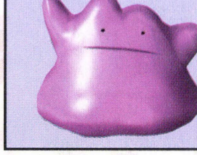
LEV. 100/HP 291

GROUND

SLASH	NRM
EARTHQUAKE	GRD
SAND-ATTACK	NRM
SEISMIC TOSS	FTG

#132 DITSTOR

LEV. 100/HP 293

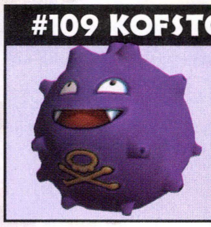


NORMAL

TRANSFORM	NRM

#109 KOFSTOR

LEV. 100/HP 267



POISON

SLUDGE	PSN
EXPLOSION	NRM
SMOKESCREEN	NRM
FIRE BLAST	FIR

GREAT BALL

RECOMMENDED RENTAL TEAM

The Great Ball gets a little tougher, but you should still more than hold your own against the familiar ranks of Trainers. These Pokémon help you cover all the bases, although you may want to substitute the all-powerful Mew for the slower Hypno.

#22 FEAROW

LEV. 100/HP 307

NORMAL FLYING

DRILL PECK	FLY
MIRROR MOVE	FLY
HYPER BEAM	NRM
GROWL	NRM

#94 GENGAR

LEV. 100/HP 293

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
METRONOME	NRM
NIGHT SHADE	GHO

#55 GOLDUCK

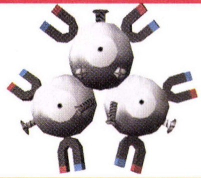
LEV. 100/HP 283

WATER

BUBBLEBEAM	WTR
ICE BEAM	ICE
CONFUSION	PSY
DISABLE	NRM

#82 MAGNETON

LEV. 100/HP 303



ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
FLASH	NRM

#97 HYPNO

LEV. 100/HP 305

PSYCHIC

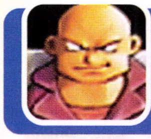
HYPNOSIS	PSY
POISON GAS	PSN
HEADBUTT	NRM
PSYCHIC	PSY

#51 DUGTRIO

LEV. 100/HP 247

GROUND

DIG	GRD
ROCK SLIDE	RCK
GROWL	NRM
SAND-ATTACK	NRM



BATTLE 1

CUEBALL

With three Bug-type Pokémon on his team, Cueball is setting himself up for bug disappointment. Fearow leads off in this match to keep you free of bugs. If wartortle or krabby shows up, use Magneton. Golduck fills out the ranks in case of a fiery charmeleon attack.

#48 venonat

LEV. 100/HP 307

BUG POISON

PSYCHIC	PSY
SUPERSONIC	NRM
FLASH	NRM
DOUBLE-EDGE	NRM

#11 metapod

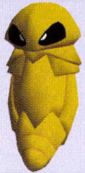
LEV. 100/HP 293

BUG

TACKLE	NRM
STRING SHOT	BUG

#14 kakuna

LEV. 100/HP 283



BUG POISON

STRING SHOT	BUG
POISON STING	PSN

#5 charmeleon

LEV. 100/HP 303

FIRE

FIRE BLAST	FIR
DIG	GRD
SLASH	NRM
TOXIC	PSN

#8 wartortle

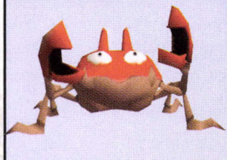
LEV. 100/HP 305

WATER

SURF	WTR
SUBMISSION	FTG
SEISMIC TOSS	FTG
DOUBLE TEAM	NRM

#98 krabby

LEV. 100/HP 247



WATER

CRABHAMMER	WTR
BODY SLAM	NRM
BLIZZARD	ICE
DOUBLE TEAM	NRM

BATTLE 2

JUDOBOY

Judoboy's team is just waiting for a fall. Give it to him by mustering Hypno and Fearow. Both of these Pokémon are adept at attacking Fighting-type Pokémon. After that, you'll have only Cate and Rino to worry about. Use Fearow's Hyper Beam on Cate and bring in Dugtrio against Rino.

#107 HITCHAN

LEV. 100/HP 287

FIGHTING

SEISMIC TOSS	FTG
STRENGTH	NRM
COUNTER	FTG
DOUBLE TEAM	NRM

#56 MANK

LEV. 100/HP 267

FIGHTING

FOCUS ENERGY	NRM
THUNDER	ELC
DIG	GRD
STRENGTH	NRM

#67 CHOKE

LEV. 100/HP 347

FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
ROCK SLIDE	RCK
FIRE BLAST	FIR

#106 HITLEE

LEV. 100/HP 287

FIGHTING

FOCUS ENERGY	NRM
MEGA KICK	NRM
SWIFT	NRM
HI JUMP KICK	FTG

#20 CATE

LEV. 100/HP 297

NORMAL

FOCUS ENERGY	NRM
BUBBLEBEAM	WTR
HYPER FANG	NRM
HYPER BEAM	NRM

#32 RINO

LEV. 100/HP 309

POISON

FOCUS ENERGY	NRM
TAKE DOWN	NRM
THUNDERBOLT	ELC
BLIZZARD	ICE

BATTLE 3

GAMBLER

Magneton should lead your effort against Gambler, taking on the three Water-type Pokémon that you may encounter. Be sure to bring along Golduck in case you meet Diglett and have to give it a Bubblebeam bath. And finally, Dig in with Dugtrio against Rinanido and Tunglicki.

#108 TUNGLICKI

LEV. 100/HP 367

NORMAL

FISSURE	GRD
BODY SLAM	NRM
BUBBLEBEAM	WTR

#99 GLERKIN

LEV. 100/HP 297

WATER

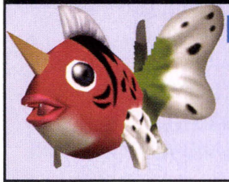
GUILLOTINE	NRM
BUBBLEBEAM	WTR
BODY SLAM	NRM

#50 LETTDIG

LEV. 100/HP 207

GROUND

FISSURE	GRD
BODY SLAM	NRM
ROCK SLIDE	RCK

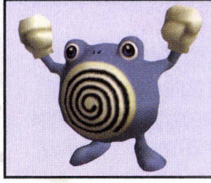


#119 KINGSEA

LEV. 100/HP 347

WATER

AGILITY	PSY
HORN DRILL	NRM
BUBBLEBEAM	WTR



#61 WHIRLIPOLI

LEV. 100/HP 317

WATER

FISSURE	GRD
BUBBLEBEAM	WTR
BODY SLAM	NRM

#30 RINANIDO

LEV. 100/HP 327

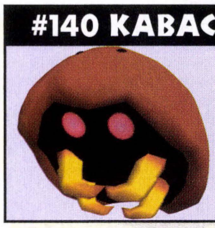
POISON

HORN DRILL	NRM
BODY SLAM	NRM
BUBBLEBEAM	WTR

BATTLE 4

ROCKET

This Trainer has a thing for Ground- and Rock-type Pokémon, so you'll want to have Golduck on your team. Bring along Magneton, as well, because several of Rocket's Pokémon are susceptible to Thunder attacks. Mukact6 is the odd Pokémon out, so have Dugtrio standing by.



#140 KABACT1

LEV. 100/HP 247

ROCK **WATER**

SLASH	NRM
SURF	WTR
ICE BEAM	ICE
TOXIC	PSN

#138 OMANACT2

LEV. 100/HP 257

ROCK **WATER**

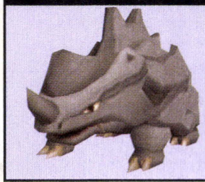
HYDRO PUMP	WTR
BLIZZARD	ICE
TAKE DOWN	NRM
SUBSTITUTE	NRM

#76 GOLEMACT3

LEV. 100/HP 347

ROCK **GROUND**

DIG	GRD
ROCK SLIDE	RCK
STRENGTH	NRM
EXPLOSION	NRM



#111 RHYACT4

LEV. 100/HP 347

GROUND **ROCK**

EARTHQUAKE	GRD
TAKE DOWN	NRM
THUNDER	ELC
FIRE BLAST	FIR

#95 ONIXACT5

LEV. 100/HP 261

ROCK **GROUND**

EARTHQUAKE	GRD
BODY SLAM	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

#89 MUKACT6

LEV. 100/HP 397

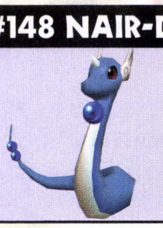
POISON

SLUDGE	PSN
MEGA DRAIN	GRS
SCREECH	NRM
HYPER BEAM	NRM

BATTLE 5

LAB MAN

Gela-Tan and Bel-Weepin will both suffer from Golduck's Ice Beam attack, which means that you can use Golduck against those two Pokémon as well as the more obvious Nair-Drago and Ta-Pony. Also have Dugtrio and Magneton ready on the sidelines to cover Bo-Kar and Der-Shell.

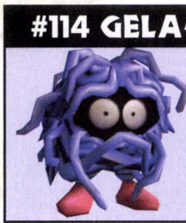


#148 NAIR-DRAGO

LEV. 100/HP 309

DRAGON

WRAP	NRM
THUNDER WAVE	ELC
AGILITY	PSY
BUBBLEBEAM	WTR

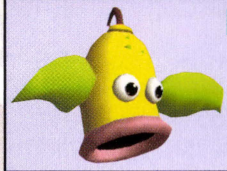


#114 GELA-TAN

LEV. 100/HP 317

GRASS

BIND	NRM
STUN SPORE	GRS
SWORDS DANCE	NRM
MEGA DRAIN	GRS



#70 BEL-WEEPIN

LEV. 100/HP 317

GRASS **POISON**

WRAP	NRM
STUN SPORE	GRS
SWORDS DANCE	NRM
MEGA DRAIN	GRS

#77 TA-PONY

LEV. 100/HP 287

FIRE

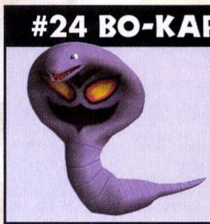
FIRE SPIN	FIR
AGILITY	PSY
BODY SLAM	NRM

#90 DER-SHELL

LEV. 100/HP 247

WATER

CLAMP	WTR
TOXIC	PSN
SUPERSONIC	NRM
ICE BEAM	ICE



#24 BO-KAR

LEV. 100/HP 307

POISON

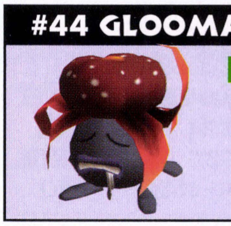
WRAP	NRM
GLARE	NRM
ROCK SLIDE	RCK
SCREECH	NRM

BATTLE 6

COOL ♀

Fearow flies back into the mix in this match. Use Drill Peck against the three Grass-type Pokémon if they dare to appear. If Goldance or Seadrance enters the battle, meet it with Magneton and the Thunder attack. Dugtrio will ground out an attack against Tonance if necessary.

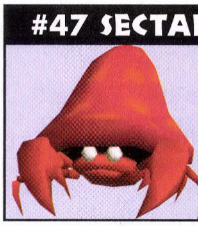
#44 GLOOMANCE LEV. 100/HP 307



GRASS POISON

PETAL DANCE	GRS
ACID	PSN
STUN SPORE	GRS
DOUBLE-EDGE	NRM

#47 SECTANCE LEV. 100/HP3 07



BUG GRASS

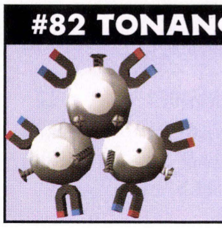
SLASH	NRM
SPORE	GRS
HYPER BEAM	NRM
DIG	GRD

#2 IVANCE LEV. 100/HP 307

GRASS POISON

GROWTH	NRM
RAZOR LEAF	GRS
MEGA DRAIN	GRS
BODY SLAM	NRM

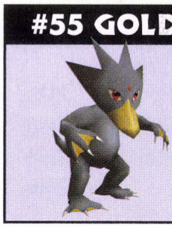
#82 TONANCE LEV. 100/HP 287



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
DOUBLE-EDGE	NRM

#55 GOLDANCE LEV. 100/HP 347



WATER

HYDRO PUMP	WTR
BLIZZARD	ICE
SEISMIC TOSS	FTG
DISABLE	NRM

#117 SEADRANCE LEV. 100/HP 297

WATER

SURF	WTR
ICE BEAM	ICE
TAKE DOWN	NRM
SMOKESCREEN	NRM

SEMIFINAL

BIRDBOY

Magneton's Thunder attack will raise havoc with Birdboy's aerial Pokémon, but you might want to use Dugtrio against Zapdash and Gastash. Fearow will also come in handy if Venomash enters the ring. All the rest of Birdboy's team should be easy pickings for Magneton.

#145 ZAPDASH LEV. 100/HP 361

ELECTRIC FLYING

THUNDERBOLT	ELC
THUNDER WAVE	ELC
DRILL PECK	FLY
FLASH	NRM

#83 FARFASH LEV. 100/HP 291

NORMAL FLYING

SLASH	NRM
SAND-ATTACK	NRM
FLY	FLY
REFLECT	PSY

#17 PIDGEOTASH LEV. 100/HP 313

NORMAL FLYING

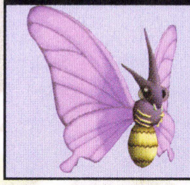
MIRROR MOVE	FLY
SAND-ATTACK	NRM
DOUBLE-EDGE	NRM
FLY	FLY

#85 DODRASH LEV. 100/HP 258

NORMAL FLYING

DRILL PECK	FLY
TOXIC	PSN
TRI ATTACK	NRM
SUBSTITUTE	NRM

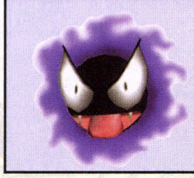
#49 VENOMASH LEV .100/HP 327



BUG POISON

PSYCHIC	PSY
STUN SPORE	GRS
HYPER BEAM	NRM
MEGA DRAIN	GRS

#92 GASTASH LEV. 100/HP 247



GHOST POISON

HYPNOSIS	PSY
CONFUSE RAY	GHO
NIGHT SHADE	GHO
DREAM EATER	PSY

FINAL

COOL ♂

The final Trainer has a difficult team to combat, but Golduck, Magneton and Hypno may be just the trio that can get the job done. Use Hypno if Jynxstor or Raistor appears, and bring in Magneton if Gyarastor enters the fray. Golduck should be able to handle the rest.

#38 TALESTOR LEV. 100/HP 323

FIRE

FLAMETHROWER	FIR
CONFUSE RAY	GHO
DIG	GRD
DOUBLE TEAM	NRM

#130 GYARASTOR LEV. 100/HP 367

WATER FLYING

SURF	WTR
ICE BEAM	ICE
STRENGTH	NRM
THUNDER	ELC

#26 RAISTOR LEV. 100/HP 299

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
FLASH	NRM

#28 SLASHSTOR LEV. 100/HP 329

GROUND

SAND-ATTACK	NRM
EARTHQUAKE	GRD
SUBMISSION	FTG
ROCK SLIDE	RCK

#124 JYNXSTOR LEV. 100/HP 309

ICE PSYCHIC

LOVELY KISS	NRM
BODY SLAM	NRM
BLIZZARD	ICE
PSYCHIC	PSY

#53 PERSTOR LEV. 100/HP 309

NORMAL

SLASH	NRM
THUNDER	ELC
BUBBLEBEAM	WTR
TOXIC	PSN

ULTRA BALL

RECOMMENDED RENTAL TEAM

It only gets tougher in the Ultra Ball, so you'd better throw in the perfectly balanced Mew as the mainstay of your team. Its Psychic-type attacks will destroy most anyone, and with the rest of these resilient bruisers on the team, you'll be able to withstand a ton of damage.

#103 EXEGGUTOR

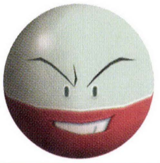
LEV. 100/HP 334

GRASS PSYCHIC

STOMP	NRM
SLEEP POWDER	GRS
PSYCHIC	PSY
SOLARBEAM	GRS

#101 ELECTRODE

LEV. 100/HP 276



ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#131 LAPRAS

LEV. 100/HP 404

WATER FLYING

BUBBLEBEAM	WTR
MIST	ICE
SING	NRM
ICE BEAM	ICE

#112 RHYDON

LEV. 100/HP 354

ROCK GROUND

HORN ATTACK	NRM
EARTHQUAKE	GRD
THUNDER	ELC
FISSURE	GRD

#151 MEW

LEV. 100/HP 330

NORMAL

PSYCHIC	PSY
METRONOME	NRM
MEGA PUNCH	NRM
FLASH	NRM

#149 DRAGONITE

LEV. 100/HP 320

DRAGON FLYING

THUNDER	ELC
WRAP	NRM
SLAM	NRM
FIRE BLAST	FIR

BATTLE 1

CUEBALL

Lead with your Electrode and shock Cueball's Water-types or paralyze anyone else if you don't match up well. Dragonite can take care of the Bug-types with its Fire Blast and pretty much dominate anyone else with Wrap, Slam and Thunder. Keep Mew in reserve just in case.

#15 beedrill

LEV. 100/HP 317

BUG POISON

SWORDS DANCE	NRM
HYPER BEAM	NRM
TWINEEDLE	BUG
MEGA DRAIN	GRS

#47 parasect

LEV. 100/HP 307

BUG GRASS

SLASH	NRM
DIG	GRD
MEGA DRAIN	GRS
SPORE	GRS

#59 arcanine

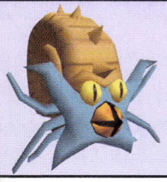
LEV. 100/HP 348

FIRE

FLAMETHROWER	FIR
DIG	GRD
TAKE DOWN	NRM
TOXIC	PSN

#139 omastar

LEV. 100/HP 320

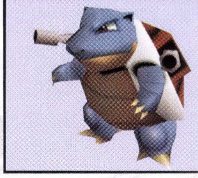


ROCK WATER

SURF	WTR
ICE BEAM	ICE
BODY SLAM	NRM
LEER	NRM

#9 blastoise

LEV. 100/HP 326



WATER

HYDRO PUMP	WTR
SKULL BASH	NRM
EARTHQUAKE	GRD
TAIL WHIP	NRM

#127 pinsir

LEV. 100/HP 310

BUG

SWORDS DANCE	NRM
SUBMISSION	FTG
STRENGTH	NRM
SEISMIC TOSS	FTG

BATTLE 2

JUDOBOY

Judoboy's Pokémon will try to pump themselves up for a big attack with Focus Energy, but the Fighting-types won't stand a chance against Mew's Psychic attack. You can also bring Lapras to deal with the Ground- and Bug-types and keep Exeggutor or Dragonite in reserve.

#57 PRIME

LEV. 100/HP 317

FIGHTING

FOCUS ENERGY	NRM
SUBMISSION	FTG
THUNDER	ELC
THRASH	NRM

#68 CHAMP

LEV. 100/HP 367

FIGHTING

FOCUS ENERGY	NRM
LOW KICK	FTG
EARTHQUAKE	GRD
STRENGTH	NRM

#123 SCY

LEV. 100/HP 327

BUG FLYING

FOCUS ENERGY	NRM
HYPER BEAM	NRM
DOUBLE-EDGE	NRM
WING ATTACK	FLY

#34 KING

LEV. 100/HP 349

POISON GROUND

FOCUS ENERGY	NRM
MEGA KICK	NRM
ROCK SLIDE	RCK
SURF	WTR

#105 WAK

LEV. 100/HP 307

GROUND

FOCUS ENERGY	NRM
BONEMERANG	GRD
HEADBUTT	NRM
BLIZZARD	ICE

#62 WRATH

LEV 100/HP 367

WATER FIGHTING

SEISMIC TOSS	FTG
HYDRO PUMP	WTR
PSYCHIC	PSY
SUBMISSION	FTG

BATTLE 3
GAMBLER

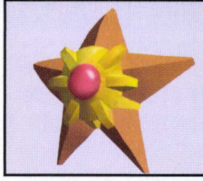
The Gambler tries some pretty bizarre tactics in the Ultra Ball. Every one of his Pokémon is equipped with a defensive move and Psywave, which it'll use alternately to try to wear you down. Paralyze them with Electrode, then use Mew and Rhydon to polish them off.

#64 ABRAKAD LEV. 100/HP 267

PSYCHIC

FLASH	NRM
PSYWAVE	PSY

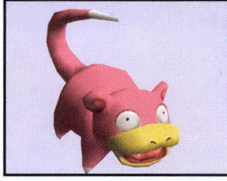
#120 YUSTAR LEV. 100/HP 247



WATER

MINIMIZE	NRM
PSYWAVE	PSY

#79 POKESLOW LEV. 100/HP 367



WATER PSYCHIC

FLASH	NRM
PSYWAVE	PSY

#97 NOHYP LEV. 100/HP 357

PSYCHIC

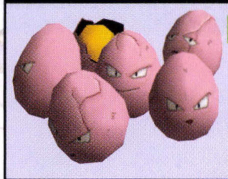
DOUBLE TEAM	NRM
PSYWAVE	PSY

#40 TUFFWIG LEV. 100/HP 467

NORMAL

FLASH	NRM
PSYWAVE	PSY

#102 CUTEEXEGG LEV. 100/HP 307



GRASS PSYCHIC

DOUBLE TEAM	NRM
PSYWAVE	PSY

BATTLE 4
ROCKET

Once again, you should lead with Electrode for its electric personality. After disposing of the Water-types or paralyzing the others, bring in Exeggutor to deal with the Poison- and Ground-types. You can also use Lapras, Dragonite or Mew as your heavy hitter if you like.

#110 WEEZACT1 LEV. 100/HP 317

POISON

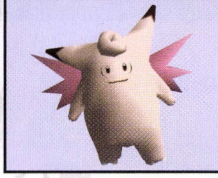
SLUDGE	PSN
THUNDER	ELC
FIRE BLAST	FIR
SMOKESCREEN	NRM

#112 RHYDACT2 LEV. 100/HP 397

GROUND ROCK

EARTHQUAKE	GRD
ROCK SLIDE	RCK
SURF	WTR
TOXIC	PSN

#36 FABLACT3 LEV. 100/HP 377



NORMAL

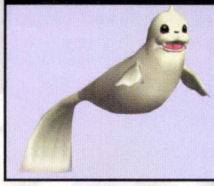
TRI ATTACK	NRM
SING	NRM
PSYCHIC	PSY
SUBMISSION	FTG

#73 CRUELACT4 LEV. 100/HP 347

WATER POISON

HYDRO PUMP	WTR
SUPERSONIC	NRM
SCREECH	NRM
HYPER BEAM	NRM

#87 DEWACT5 LEV. 100/HP 367



WATER ICE

ICE BEAM	ICE
SURF	WTR
HEADBUTT	NRM
GROWL	NRM

#91 CLOYSACT6 LEV. 100/HP 287

WATER ICE

BLIZZARD	ICE
SURF	WTR
SUPERSONIC	NRM
DOUBLE-EDGE	NRM

BATTLE 5
LAB MAN

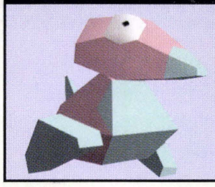
The Lab Man must have access to some serious performance enhancers, because his Pokémon have loads of HP. They'll take a ton of damage before they go down, so you may want to line up your own heavy artillery to match up. Exeggutor, Lapras, Rhydon and Dragonite are all good.

#113 ANSEY-CHA LEV. 100/HP 679

NORMAL

SOFTBOILED	NRM
BUBBLEBEAM	WTR
THUNDERBOLT	ELC
REFLECT	PSY

#137 GON-PORY LEV. 100/HP 317



NORMAL

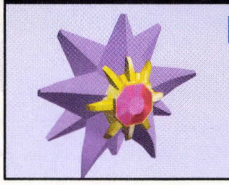
RECOVER	NRM
CONVERSION	NRM
DOUBLE-EDGE	NRM
BLIZZARD	ICE

#65 KAZAM-ALA LEV. 100/HP 289

PSYCHIC

RECOVER	NRM
HARDEN	NRM
REFLECT	PSY
SEISMIC TOSS	FTG

#121 MIE-STAR LEV. 100/HP 270



WATER PSYCHIC

RECOVER	NRM
HARDEN	NRM
PSYCHIC	PSY
HYDRO PUMP	WTR

#143 LAX-SNOR LEV. 100/HP 499

NORMAL

REST	PSY
BIDE	NRM
BODY SLAM	NRM
EARTHQUAKE	GRD

#103 GUTOR-EXEG LEV. 100/HP 377

GRASS PSYCHIC

REFLECT	PSY
LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS

BATTLE 6

COOL ♀

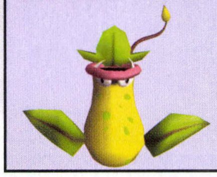
This Trainer has way too many Grass-and-Poison-types on her team. Lead with Mew or Lapras to destroy whichever one she leads with, and bring along Electrode to deal with the possibility of her Water-types. Keep Rhydon in the wings just in case she uses her Electabuzz.

#45 VILEPLANCE LEV. 100/HP 339

GRASS POISON

ACID	PSN
PETAL DANCE	GRS
SLEEP POWDER	GRS
DOUBLE-EDGE	NRM

#71 VICTRANCE LEV. 100/HP 349



GRASS POISON

TAKE DOWN	NRM
SOLARBEAM	GRS
MEGA DRAIN	GRS
GROWTH	NRM

#3 VENUSANCE LEV. 100/HP 349

GRASS POISON

LEECH SEED	GRS
RAZOR LEAF	GRS
HYPER BEAM	NRM
TOXIC	PSN

#125 BUZZANCE LEV. 100/HP 319

ELECTRIC

THUNDERPUNCH	ELC
THUNDER WAVE	ELC
STRENGTH	NRM
REFLECT	PSY

#80 BRANCE LEV. 100/HP 379

WATER PSYCHIC

SURF	WTR
PSYCHIC	PSY
TRI ATTACK	NRM
DISABLE	NRM

#141 KABUTANCE LEV. 100/HP 309

ROCK WATER

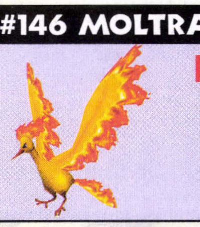
BLIZZARD	ICE
HYDRO PUMP	WTR
LEER	NRM
SLASH	NRM

SEMIFINAL

BIRDBOY

To say Birdboy's team has a glaring weakness is an understatement. Use Electrode to shock the Flying-types out of the sky. You can also use Lapras's Ice Beam to accomplish the same thing in case Electrode doesn't survive. Use Mew against the Haunter and as a last line of defense.

#146 MOLTRASH LEV. 100/HP 371



FIRE

FIRE BLAST	FIR
FLY	FLY
SWIFT	NRM
FIRE SPIN	FIR

#22 FEARASH LEV. 100/HP 321

NORMAL FLYING

DRILL PECK	FLY
MIRROR MOVE	FLY
TAKE DOWN	NRM
GROWL	NRM

#18 PIDGEOTASH LEV. 100/HP 357

NORMAL

FLY	FLY
MIRROR MOVE	FLY
HYPER BEAM	NRM
SAND-ATTACK	NRM

#42 GOLBASH LEV. 100/HP 341

POISON FLYING

CONFUSE RAY	GHO
MEGA DRAIN	GRS
WING ATTACK	FLY
DOUBLE-EDGE	NRM

#142 AERODASH LEV. 100/HP 351

ROCK FLYING

FIRE BLAST	FIR
SKY ATTACK	FLY
TAKE DOWN	NRM
REFLECT	PSY

#93 HAUNTASH LEV .100/HP 281

GHOST POISON

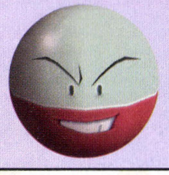
THUNDER	ELC
CONFUSE RAY	GHO
PSYCHIC	PSY
HYPNOSIS	PSY

FINAL

COOL ♂

This cool customer gets tougher and tougher each round, and his diverse and strong team will pose you a serious problem if you haven't brought in powerful, home-trained Pokémon. You'll stand a chance, however, if you lead with Electrode and bring along Mew and Lapras.

#101 RODESTOR LEV. 100/HP 315



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
REFLECT	PSY
EXPLOSION	NRM

#94 GENGASTOR LEV. 100/HP 315

GHOST POISON

CONFUSE RAY	GHO
PSYCHIC	PSY
MEGA DRAIN	GRS
EXPLOSION	NRM

#131 LAPRASTOR LEV. 100/HP 455

WATER ICE

HYDRO PUMP	WTR
ICE BEAM	ICE
BODY SLAM	NRM
SING	NRM

#149 NITESTOR LEV. 100/HP 377

DRAGON FLYING

THUNDER WAVE	ELC
THUNDER	ELC
FIRE BLAST	FIR
HYPER BEAM	NRM

#6 CHARSTOR LEV. 100/HP 351

FIRE FLYING

FLAMETHROWER	FIR
SLASH	NRM
FLY	FLY
TOXIC	PSN

#51 DUGSTOR LEV.100/HP 265

GROUND

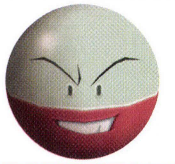
EARTHQUAKE	GRD
SLASH	NRM
ROCK SLIDE	RCK
SAND-ATTACK	NRM

MASTER BALL

RECOMMENDED RENTAL TEAM

Here you are at the pinnacle of championship play, and this last mile will be the toughest. If you haven't built up your own Pokémon you're going to have to get very lucky to win, but if you just have access to rentals, we recommend the Pokémon below. Good luck—you'll need it!

#101 ELECTRODE
LEV. 100/HP 276



ELECTRIC

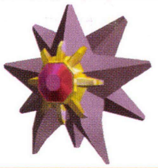
THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#103 EXEGGUTOR
LEV. 100/HP 334

GRASS PSYCHIC

STOMP	NRM
SLEEP POWDER	GRS
PSYCHIC	PSY
SOLARBEAM	GRS

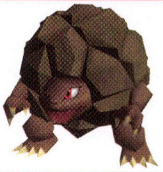
#121 STARMIE
LEV. 100/HP 270



WATER PSYCHIC

BUBBLEBEAM	WTR
THUNDER	ELC
MINIMIZE	NRM
SWIFT	NRM

#76 GOLEM
LEV. 100/HP 310



GROUND

ROCK THROW	RCK
DIG	GRD
DEFENSE CURL	NRM
FIRE BLAST	FIR

#151 MEW
LEV. 100/HP 330

PSYCHIC

PSYCHIC	PSY
METRONOME	NRM
MEGA PUNCH	NRM
FLASH	NRM

#124 JYNX
LEV. 100/HP 286

ICE PSYCHIC

LOVELY KISS	NRM
BODY SLAM	NRM
ICE PUNCH	ICE
PSYCHIC	PSY

BATTLE 1
CUEBALL

The Cueball will be your easiest match of this Cup, so why not try out some of your new Pokémon on him? Lead with Jynx and cause a little mayhem with its Psychic and Ice Punch attacks. Put Cueball's jynx to sleep if he brings it out, then attack with your Mew and Golem.

#123 scyther
LEV. 100/HP 319

BUG FLYING

SLASH	NRM
HYPER BEAM	NRM
SWORDS DANCE	NRM
WING ATTACK	FLY

#38 ninetales
LEV. 100/HP 325

FIRE

FIRE BLAST	FIR
DIG	GRD
REFLECT	PSY
CONFUSE RAY	GHO

#91 cloyster
LEV. 100/HP 279

WATER ICE

SURF	WTR
ICE BEAM	ICE
SUPERSONIC	NRM
TRI ATTACK	NRM

#124 jynx
LEV. 100/HP 309

ICE PSYCHIC

BLIZZARD	ICE
LOVELY KISS	NRM
BODY SLAM	NRM
PSYCHIC	PSY

#20 raticate
LEV. 100/HP 289

NORMAL

SUPER FANG	NRM
DOUBLE-EDGE	NRM
QUICK ATTACK	NRM
THUNDER	ELC

#22 fearow
LEV. 100/HP 309

NORMAL FLYING

DRILL PECK	FLY
TOXIC	PSN
TAKE DOWN	NRM
DOUBLE TEAM	NRM

BATTLE 2
JUDOBOY

Judoboy's back, but his team is much less Fighting-type intensive this time. Lead with Mew anyway, then hope you get lucky matching up with the three Eevee evolutions after you dispose of the Fighting-types. Use Starmie for Flareon, Golem for Jolteon, and Electrode for Vaporeon.

#68 CHAMP
LEV. 100/HP 373

FIGHTING

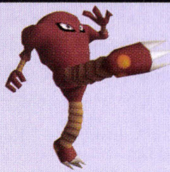
FOCUS ENERGY	NRM
SUBMISSION	FTG
EARTHQUAKE	GRD
STRENGTH	NRM

#127 PIN
LEV. 100/HP 323

BUG

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG

#106 HITLEE
LEV. 100/HP 293



FIGHTING

FOCUS ENERGY	NRM
HI JUMP KICK	FTG
MEGA KICK	NRM
SEISMIC TOSS	FTG

#136 FLARE
LEV. 100/HP 317

FIRE

FOCUS ENERGY	NRM
FLAMETHROWER	FIR
TAKE DOWN	NRM
FIRE SPIN	FIR

#134 VAP
LEV. 100/HP 447

WATER

FOCUS ENERGY	NRM
SURF	WTR
ICE BEAM	ICE
HYPER BEAM	NRM

#135 JOLT
LEV. 100/HP 317

ELECTRIC

FOCUS ENERGY	NRM
THUNDERBOLT	ELC
BODY SLAM	NRM
DOUBLE KICK	FTG

BATTLE 3

GAMBLER

The Gambler's a dice-roller, and if he keeps getting lucky, you won't stand a chance. His Pokémon will paralyze yours and then use Horn Drill and Fissure to try to get one-hit KOs. Paralyze them with Electrode to even your chances, then use Mew and Jynx for your main offense.

#128 UROSTA

LEV. 100/HP 337

NORMAL

HORN DRILL	NRM
FISSURE	GRD
BODY SLAM	NRM
EARTHQUAKE	GRD

#78 PIDASHRA

LEV. 100/HP 317

FIRE

HORN DRILL	NRM
AGILITY	PSY
BODY SLAM	NRM
EMBER	FIR

#51 TRIODUG

LEV. 100/HP 273

GROUND

FISSURE	GRD
BODY SLAM	NRM
ROCK SLIDE	RCK

#149 NITEDRAGO

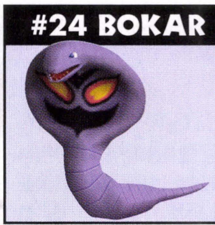
LEV. 100/HP 369

DRAGON **FLYING**

HORN DRILL	NRM
THUNDER WAVE	ELC
BUBBLEBEAM	WTR

#24 BOKAR

LEV. 100/HP 307



POISON

FISSURE	GRD
GLARE	NRM
ACID	PSN

#31 QUEENNIDO

LEV. 100/HP 367

POISON **GROUND**

HORN DRILL	NRM
FISSURE	GRD
BODY SLAM	NRM
BUBBLEBEAM	WTR

BATTLE 4

ROCKET

You should head back in with the same team as last round when you face Rocket. Lead with Electrode to nail the Water-types, then bring in Mew against Weezact6 or Nidoact1. Jynx will freeze any of the Ground-types—it would be even more effective if it had Blizzard or Ice Beam.

#34 NIDOACT1

LEV. 100/HP 349

POISON **GROUND**

EARTHQUAKE	GRD
THUNDER	ELC
BLIZZARD	ICE
STRENGTH	NRM

#76 GOLEMACT2

LEV. 100/HP 347

ROCK **GROUND**

DIG	GRD
ROCK SLIDE	RCK
EXPLOSION	NRM
FIRE BLAST	FIR

#80 SLOWBRACT3

LEV. 100/HP 377

WATER **PSYCHIC**

SURF	WTR
PSYCHIC	PSY
THUNDER WAVE	ELC
AMNESIA	PSY

#28 SLASHACT4

LEV. 100/HP 337

GROUND

SLASH	NRM
EARTHQUAKE	GRD
SEISMIC TOSS	FTG
SAND-ATTACK	NRM

#134 VAPORACT5

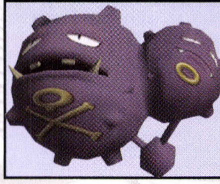
LEV. 100/HP 447

WATER

HYDRO PUMP	WTR
ICE BEAM	ICE
ACID ARMOR	PSN
BODY SLAM	NRM

#110 WEEZACT6

LEV. 100/HP 317



POISON

SLUDGE	PSN
SMOKESCREEN	NRM
HYPER BEAM	NRM
EXPLOSION	NRM

BATTLE 5

LAB MAN

Lead with your Exeggutor this time, even though you likely won't get the first attack. You'll have the upper hand against any of the Poison- or Water-types. Bring Golem to fight Pidash-ra and Buz-electa, and switch to Golem if To-dit arrives. Use powerful Mew as your backup.

#73 CRUEL-TENT

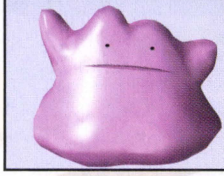
LEV. 100/HP 347

WATER **POISON**

HYDRO PUMP	WTR
SCREECH	NRM
BARRIER	PSY
DOUBLE-EDGE	NRM

#132 TO-DIT

LEV. 100/HP 266



NORMAL

TRANSFORM	NRM

#94 GAR-GEN

LEV. 100/HP 307

GHOST **POISON**

PSYCHIC	PSY
CONFUSE RAY	GHO
HYPNOSIS	PSY
MEGA DRAIN	GRS

#78 PIDASH-RA

LEV. 100/HP 317

FIRE

STOMP	NRM
FIRE BLAST	FIR
AGILITY	PSY
TOXIC	PSN

#141 BUTOPS-KA

LEV. 100/HP 307

ROCK **WATER**

HYPER BEAM	NRM
HYDRO PUMP	WTR
BODY SLAM	NRM
SWORDS DANCE	NRM

#125 BUZ-ELECTA

LEV. 100/HP 317

ELECTRIC

THUNDER WAVE	ELC
SEISMIC TOSS	FTG
THUNDERBOLT	ELC
FLASH	NRM

BATTLE 6

COOL ♀

Mew or Jynx should have no problem with the Grass-and-Poison-types this Trainer likes, and they'll also hold up well against Alakazance. You may want to use Electrode to paralyze Alakazance so it can't recover, but also consider using Starmie as your third wave of attack.

#3 VENANCE

LEV. 100/HP 347

GRASS POISON

MEGA DRAIN	GRS
GROWTH	NRM
LEECH SEED	GRS
TOXIC	PSN

#71 VICTRANCE

LEV. 100/HP 347

GRASS POISON

RAZOR LEAF	GRS
SLEEP POWDER	GRS
HYPER BEAM	NRM
REFLECT	PSY

#131 LAPRANCE

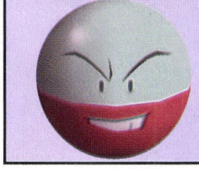
LEV. 100/HP 447

WATER ICE

HYDRO PUMP	WTR
BLIZZARD	ICE
BODY SLAM	NRM
CONFUSE RAY	GHO

#101 ELECTRANCE

LEV. 100/HP 307



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
HYPER BEAM	NRM
EXPLOSION	NRM

#65 ALAKAZANCE

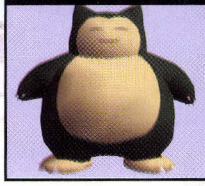
LEV. 100/HP 291

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
DOUBLE TEAM	NRM

#143 SNORLANCE

LEV. 100/HP 507



NORMAL

BODY SLAM	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK
REST	PSY

SEMIFINAL

BIRDBOY

Birdboy's team still has the same glaring weakness, but his Pokémon are so powerful you'll still be in for a tough fight. Your three main Pokémon should be Jynx, Electrode and Starmie, because they all have devastating attacks against Flying-types. Use Jynx for Aerodash.

#144 ARTICASH

LEV. 100/HP 367

ICE FLYING

BLIZZARD	ICE
MIST	ICE
FLY	FLY
DOUBLE-EDGE	NRM

#146 MOLTRASH

LEV. 100/HP 367

FIRE FLYING

FLY	FLY
FIRE BLAST	FIR
FIRE SPIN	FIR
TAKE DOWN	NRM

#145 ZAPDASH

LEV. 100/HP 367

ELECTRIC FLYING

THUNDER	ELC
DRILL PECK	FLY
FLASH	NRM
THUNDER WAVE	ELC

#6 CHARIZASH

LEV. 100/HP 343

FIRE FLYING

FLAMETHROWER	FIR
FLY	FLY
EARTHQUAKE	GRD
SLASH	NRM

#130 GYARADASH

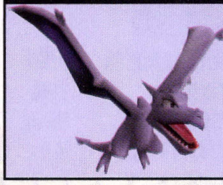
LEV. 100/HP 377

WATER FLYING

HYDRO PUMP	WTR
HYPER BEAM	NRM
THUNDERBOLT	ELC
ICE BEAM	ICE

#142 AERODASH

LEV. 100/HP 347



ROCK FLYING

HYPER BEAM	NRM
FLY	FLY
SUPERSONIC	NRM
TOXIC	PSN

FINAL

COOL ♂

If you're going to give yourself a chance to win this battle, you must use Electrode to paralyze as many Pokémon as you can. Then, it'll just be a matter of getting lucky in your matchups and having the chips fall on your side. Use Mew, and back it up with Jynx or Exeggutor.

#151 MEWSTOR

LEV. 100/HP 389

PSYCHIC

TRI ATTACK	NRM
THUNDER WAVE	ELC
PSYCHIC	PSY
SOFTBOILED	NRM

#121 STARMISTOR

LEV. 100/HP 309

WATER PSYCHIC

SURF	WTR
ICE BEAM	ICE
SWIFT	NRM
RECOVER	NRM

#103 EXEGGUSTOR

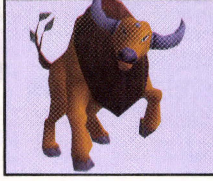
LEV. 100/HP 379

GRASS PSYCHIC

PSYCHIC	PSY
MEGA DRAIN	GRS
EXPLOSION	NRM
LEECH SEED	GRS

#128 TAUROSTOR

LEV. 100/HP 339



NORMAL

BODY SLAM	NRM
EARTHQUAKE	GRD
FIRE BLAST	FIR
BLIZZARD	ICE

#112 DONSTOR

LEV. 100/HP 399

GROUND ROCK

EARTHQUAKE	GRD
ROCK SLIDE	RCK
FIRE BLAST	FIR
SURF	WTR

#135 JOLTESTOR

LEV. 100/HP 319

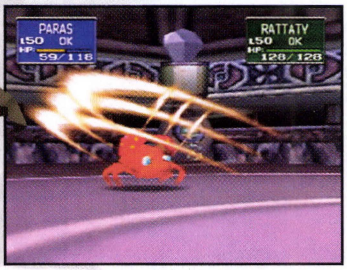
ELECTRIC

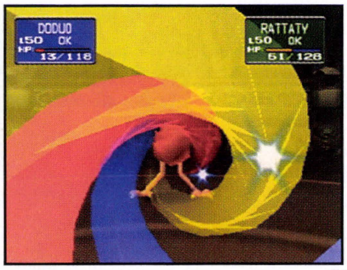
THUNDERBOLT	ELC
THUNDER WAVE	ELC
HYPER BEAM	NRM
REFLECT	PSY

ROUND 2

PEWTER GYM

Brock and his team of hard-nosed underlings are back for more fisticuffs in Round 2, and they've had plenty of time to seethe over their first loss and learn a couple of new tricks. You're going to have to fight smart—expect tougher battles and more intelligent decisions from your rival Trainers than the first time around.





RECOMMENDED RENTAL TEAM

You know from the first round that Brock's team will be Rock- and Ground-type intensive, but you'll need a diverse set of Pokémon even to reach him this time. Obviously your Krabby and Paras are going to get a lot of workouts, and everyone else will see some action as well.

#125 ELECTABUZZ

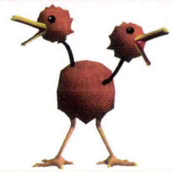
LEV. 50/HP 148

ELECTRIC

THUNDERPUNCH	ELC
FLASH	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG

#84 DODUO

LEV. 50/HP 143



NORMAL FLYING

DRILL PECK	FLY
TRI ATTACK	NRM
DOUBLE TEAM	NRM
REFLECT	PSY

#126 MAGMAR

LEV. 50/HP 148

FIRE

CONFUSE RAY	GHO
FIRE PUNCH	FIR
SMOKESCREEN	NRM
STRENGTH	NRM

#98 KRABBY

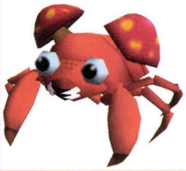
LEV. 50/HP 113

WATER

CRABHAMMER	WTR
TOXIC	PSN
BODY SLAM	NRM
BLIZZARD	ICE

#46 PARAS

LEV. 50/HP 118



BUG GRASS

SPORE	GRS
SLASH	NRM
DIG	GRD
MEGA DRAIN	GRS

#50 DIGLETT

LEV. 50/HP 93

GROUND

EARTHQUAKE	GRD
SLASH	NRM
FISSURE	GRD
ROCK SLIDE	RCK

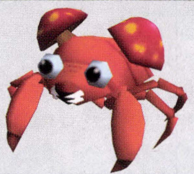
BATTLE 1

BUG BOY

Bug Boy has the usual assortment of Bug-types, so your Magmar and Doduo are going to be essential in the fight. Since he also has a couple of Flying-types, it's probably a good idea to bring your Electabuzz as well—leading with a paralyzing Thunder Wave is always a good tactic.

#46 PARY

LEV. 50/HP 133



BUG GRASS

SOLARBEAM	GRS
REFLECT	PSY
GROWTH	NRM
DIG	GRD

#19 RATTATY

LEV. 50/HP 128

NORMAL

QUICK ATTACK	NRM
HYPER FANG	NRM
SUPER FANG	NRM
DIG	GRD

#21 SPEARY

LEV. 50/HP 138

NORMAL FLYING

FLY	FLY
TAKE DOWN	NRM
MIRROR MOVE	FLY
SWIFT	NRM

#17 PIDGEOTY

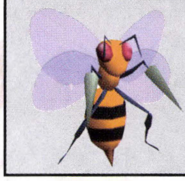
LEV. 50/HP 161

NORMAL FLYING

AGILITY	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM
SAND-ATTACK	NRM

#15 BEEDRY

LEV. 50/HP 162

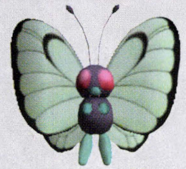


BUG POISON

PIN MISSILE	BUG
FURY ATTACK	NRM
TWINEEDLE	BUG
HYPER BEAM	NRM

#12 BUTTERY

LEV. 50/HP 157



BUG FLYING

STUN SPORE	GRS
SUPERSONIC	NRM
PSYCHIC	PSY
MEGA DRAIN	GRS

BATTLE 2
LAD

The Lad brings a whole lot of Grass- and Poison-types to the table, so you'd be crazy not to bring your Paras, Magmar and Diglett along. Obviously you'll have to juggle your Pokémon to make sure that you match up correctly—Diglett wouldn't hold its own against Grass-types.

#2 IVYSAURY
LEV. 50/HP 158

GRASS POISON

LEECH SEED	GRS
VINE WHIP	GRS
POISONPOWDER	PSN
MEGA DRAIN	GRS

#24 ARBOY
LEV. 50/HP 156

POISON

MEGA DRAIN	GRS
GLARE	NRM
ACID	PSN

#41 ZUBATY
LEV. 50/HP 138

POISON FLYING

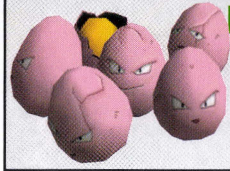
LEECH LIFE	BUG
CONFUSE RAY	GHO
MEGA DRAIN	GRS

#44 GLOOMY
LEV. 50/HP 158

GRASS POISON

ABSORB	GRS
STUN SPORE	GRS
MEGA DRAIN	GRS

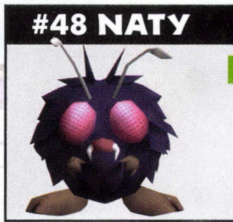
#102 CUTEY
LEV. 50/HP 158



GRASS PSYCHIC

LEECH SEED	GRS
TOXIC	PSN
PSYCHIC	PSY

#48 NATY
LEV. 50/HP 158



BUG POISON

LEECH LIFE	BUG
MEGA DRAIN	GRS
SUPERSONIC	NRM
STUN SPORE	GRS

BATTLE 3
JUNIOR ♂

You're one step away from Brock, and the going is getting a little rocky. The Jr. ♂ Trainer is Rock-and Ground-type heavy, but he also boasts a pair of Flying-types to throw in an element of surprise. Lead with your powerful Krabby, and bring along Electabuzz and Paras as well.

#83 FETCHANT
LEV. 50/HP 150

NORMAL FLYING

SAND-ATTACK	NRM
TOXIC	PSN
SLASH	NRM
FLY	FLY

#50 DIGSTER
LEV. 50/HP 108

GROUND

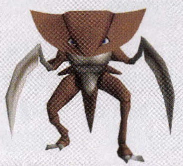
ROCK SLIDE	RCK
DIG	GRD
SLASH	NRM
EARTHQUAKE	GRD

#18 PIDGESTER
LEV. 50/HP 179

NORMAL FLYING

SAND-ATTACK	NRM
QUICK ATTACK	NRM
WING ATTACK	FLY
MIRROR MOVE	FLY

#141 TOPSANT
LEV. 50/HP 156



ROCK WATER

SLASH	NRM
HYDRO PUMP	WTR
ICE BEAM	ICE
SURF	WTR

#27 SHRANT
LEV. 50/HP 148

GROUND

SAND-ATTACK	NRM
SWORDS DANCE	NRM
EARTHQUAKE	GRD
STRENGTH	NRM

#75 GRAVSTER
LEV. 50/HP 153

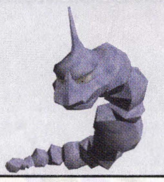
ROCK GROUND

EARTHQUAKE	GRD
EXPLOSION	NRM
ROCK SLIDE	RCK
BIDE	NRM

LEADER
BROCK

Four out of Brock's six Pokémon are vulnerable to Water- and Grass-type attacks, so once again you'll want Paras and Krabby in there. Ground-type attacks are great against Fire-, Rock- and Poison-types as well, so bring Diglett along to deal with the Ninetales and the Golbat.

#95 ONIX
LEV. 50/HP 134



ROCK GROUND

BIND	NRM
ROCK SLIDE	RCK
EARTHQUAKE	GRD
SCREECH	NRM

#42 GOLBAT
LEV. 50/HP 171

POISON FLYING

CONFUSE RAY	GHO
WING ATTACK	FLY
BIDE	NRM
TAKE DOWN	NRM

#76 GOLEM
LEV 50/HP 176

ROCK GROUND

ROCK SLIDE	RCK
DIG	GRD
EXPLOSION	NRM
SEISMIC TOSS	FTG

#38 NINETALES
LEV. 50/HP 169

FIRE

CONFUSE RAY	GHO
FLAMETHROWER	FIR
FIRE SPIN	FIR
BIDE	NRM

#51 DUGTRIO
LEV. 50/HP 131

GROUND

DIG	GRD
SLASH	NRM
ROCK SLIDE	RCK
SAND-ATTACK	NRM

#139 OMASTAR
LEV. 50/HP 166

ROCK WATER

DOUBLE-EDGE	NRM
TOXIC	PSN
ICE BEAM	ICE
SURF	WTR

ROUND 2

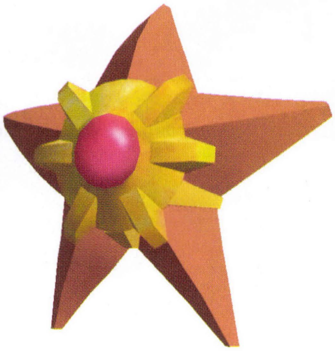
CERULEAN GYM

Misty's Cerulean Gym is no more friendly this round, and your Pokémon had better be prepared to take a serious dousing. Water-type Pokémon abound in nearly every Trainer's stable, and the keys to victory will lie with defensive tactics and Electric-type offensives. Some Trainers are unpredictable, so be prepared for anything...

TANGELA
L50 OK
HP: 148/148
POLIWISH
L50 OK
HP: 163/163

SPECIAL increased!

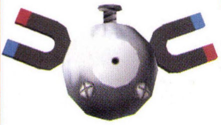
AERODACTYL
L50 OK
HP: 163/163
POLIWISH
L50 OK
HP: 163/163



RECOMMENDED RENTAL TEAM

Your Magnemite will be the backbone of this team, as Thunder Wave and Thunderbolt will be the bane of all Water-type opponents. The Staryu is also effective, as it's outfitted not only with Thunderbolt but also Psychic, Surf and Recover. Remember, everyone will play a role.

#81 MAGNEMITE LEV. 50/HP 108



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
DOUBLE-EDGE	NRM

#117 SEADRA LEV. 50/HP 138

WATER

SMOKESCREEN	NRM
HYDRO PUMP	WTR
SWIFT	NRM
AGILITY	PSY

#92 GASTLY LEV. 50/HP 113

GHOST **POISON**

PSYCHIC	PSY
NIGHT SHADE	GHO
EXPLOSION	NRM
CONFUSE RAY	GHO

#120 STARYU LEV. 50/HP 113

WATER

THUNDERBOLT	ELC
RECOVER	NRM
SURF	WTR
PSYCHIC	PSY

#142 AERODACTYL LEV. 50/HP 163

ROCK **FLYING**

SUPERSONIC	NRM
TAKE DOWN	NRM
REFLECT	PSY
FLY	FLY

#114 TANGELA LEV. 50/HP 148

GRASS

POISON POWDER	PSN
TAKE DOWN	NRM
MEGA DRAIN	GRS
GROWTH	NRM

BATTLE 1

FISHER

Facing four Water-types means you should definitely lead with Magnemite—even if the Fisher doesn't lead with a Water-type, you can still try to paralyze the opponent. Bring your Staryu as well, since it can use Surf in case the Diglett shows up. Round out your team with Gastly.

#8 WARTORISH LEV. 50/HP 157

WATER

ICE BEAM	ICE
MEGA PUNCH	NRM
SUBMISSION	FTG
SEISMIC TOSS	FTG

#61 POLIWISH LEV. 50/HP 163

WATER

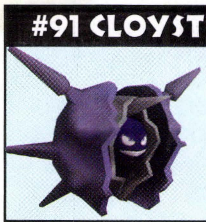
HYPNOSIS	PSY
AMNESIA	PSY
PSYCHIC	PSY
SURF	WTR

#50 DIGLISH LEV. 50/HP 108

GROUND

EARTHQUAKE	GRD
ROCK SLIDE	RCK
SLASH	NRM
TOXIC	PSN

#91 CLOYSTISH LEV. 50/HP 148



WATER **ICE**

AURORA BEAM	ICE
WITHDRAW	WTR
SUPERSONIC	NRM
SELF DESTRUCT	NRM

#119 SEAKISH LEV. 50/HP 177

WATER

WATERFALL	WTR
HORN DRILL	NRM
TOXIC	PSN
DOUBLE-EDGE	NRM

#133 EEVISH LEV. 50/HP 153

NORMAL

SAND-ATTACK	NRM
DOUBLE TEAM	NRM
BODY SLAM	NRM
SWIFT	NRM

BATTLE 2

JR. ♀

The second battle in the Cerulean Gym is a complete turnaround from the first. There's only one Water-type on this team, but lead with your Magnemite regardless, as Thunder Wave may make the difference in this battle. Bring along the multitalented Staryu and Gastly as well.

#18 PIDGEPIDGE

LEV. 50/HP 180

NORMAL FLYING

SAND-ATTACK	NRM
QUICK ATTACK	NRM
FLY	FLY
MIRROR MOVE	FLY

#117 SEASEA

LEV. 50/HP 153

WATER

SMOKESCREEN	NRM
LEER	NRM
BUBBLEBEAM	WTR
TOXIC	PSN

#64 KADAKADA

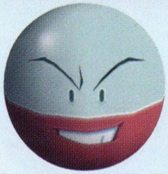
LEV. 50/HP 138

PSYCHIC

KINESIS	PSY
PSYBEAM	PSY
DIG	GRD
DISABLE	NRM

#101 TRODETRODE

LEV. 50/HP 158



ELECTRIC

FLASH	NRM
SWIFT	NRM
SCREECH	NRM
EXPLOSION	NRM

#51 DUGDUG

LEV. 50/HP 133

GROUND

SAND-ATTACK	NRM
SLASH	NRM
EARTHQUAKE	GRD
RAGE	NRM

#35 FAIRYFAIRY

LEV. 50/HP 168

NORMAL

FLASH	NRM
BODY SLAM	NRM
ICE BEAM	ICE
PSYCHIC	PSY

BATTLE 3

SWIMMER

Back into the water! The Swimmer has four Water-types on his team as well, so once again you should lead with your Magnemite. Bring along Aerodactyl or Gastly to give yourself a fighting chance in case Primeape or Wigglytuff shows up, and add Tangela as a second option for Water-types.

#73 CRUELMER

LEV. 50/HP 177

WATER POISON

TOXIC	PSN
WRAP	NRM
BARRIER	PSY
HYDRO PUMP	WTR

#116 HORSEAMER

LEV. 50/HP 128

WATER

SURF	WTR
TOXIC	PSN
ICE BEAM	ICE
TAKE DOWN	NRM

#8 TORTMER

LEV. 50/HP 157

WATER

BITE	NRM
SURF	WTR
MEGA KICK	NRM
DIG	GRD

#57 PRIMER

LEV. 50/HP 162

FIGHTING

DOUBLE-EDGE	NRM
THUNDERBOLT	ELC
DIG	GRD
SUBMISSION	FTG

#40 TUFFMER

LEV. 50/HP 237

NORMAL

SEISMIC TOSS	FTG
BODY SLAM	NRM
FIRE BLAST	FIR
PSYCHIC	PSY

#62 POLIMER

LEV. 50/HP 188

WATER FIGHTING

BODY SLAM	NRM
PSYWAVE	PSY
HYDRO PUMP	WTR
ICE BEAM	ICE

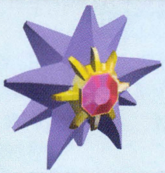
LEADER

MISTY

Misty has four vicious Water-types on her team, and each has sneaky attacks like Ice Beam or Thunder Wave. Lead with Staryu so you can react to anything and have Magnemite waiting in the wings. You can round out your team with Tangela or bring along Gastly as a kamikaze.

#121 STARMIE

LEV. 50/HP 158



WATER PSYCHIC

RECOVER	NRM
PSYCHIC	PSY
HYDRO PUMP	WTR
THUNDER WAVE	ELC

#103 EXEGGUTOR

LEV. 50/HP 192

GRASS PSYCHIC

MEGA DRAIN	GRS
PSYCHIC	PSY
EXPLOSION	NRM
REFLECT	PSY

#117 SEADRA

LEV. 50/HP 152

WATER

SMOKESCREEN	NRM
SURF	WTR
TOXIC	PSN
ICE BEAM	ICE

#51 DUGTRIO

LEV. 50/HP 132

GROUND

EARTHQUAKE	GRD
SLASH	NRM
FISSURE	GRD
ROCK SLIDE	RCK

#9 BLASTOISE

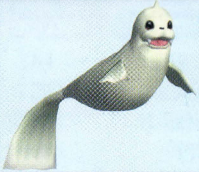
LEV. 50/HP 176

WATER

HYDRO PUMP	WTR
BITE	NRM
DIG	GRD
SEISMIC TOSS	FTG

#87 DEWGONG

LEV. 50/HP 187



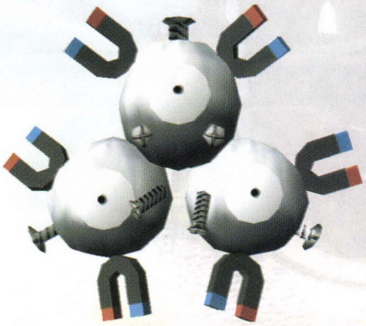
WATER ICE

AURORA BEAM	ICE
REST	PSY
TAKE DOWN	NRM
SURF	WTR

ROUND 2

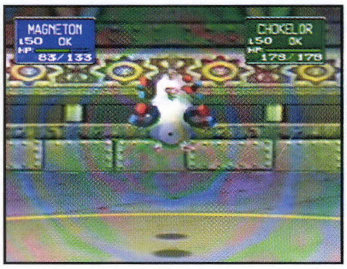
VERMILION GYM

As you did in the first round, expect a shocking welcome at Lt. Surge's gym. You'll meet a pair of Electric-type teams when you challenge Rocker and Lt. Surge himself, but the other two Trainers in the Vermilion Gym are less predictable. You'll need a complex cast of Pokémon if you hope to make it to the electric finale.

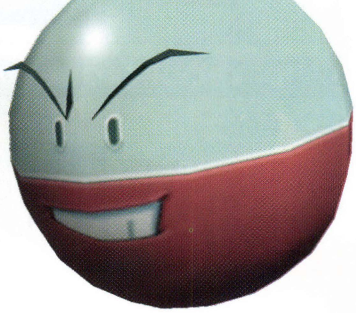


DRAGONAIR L50 OK HP: 144/144

BROLOR L50 OK HP: 133/193


MAGNETON L50 OK HP: 83/133

CHOKELOR L50 OK HP: 178/178

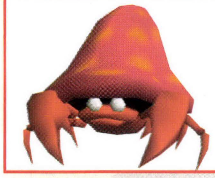


RECOMMENDED RENTAL TEAM

You'd think that stacking your team with Ground-types would be the thing to do, but all of the Trainers in Vermilion Gym have such effective counter moves against them that you should try something different. This team will help you get through the diverse fighters along the way.

#47 PARASECT

LEV. 50/HP 143

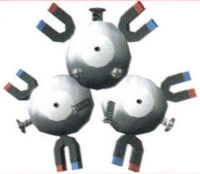


BUG GRASS

SPORE	GRS
DIG	GRD
GROWTH	NRM
MEGA DRAIN	GRS

#82 MAGNETON

LEV. 50/HP 133



ELECTRIC

THUNDER WAVE	ELC
SUPERSONIC	NRM
THUNDER	ELC
SCREECH	NRM

#22 FEAROW

LEV. 50/HP 148

NORMAL FLYING

AGILITY	PSY
DOUBLE TEAM	NRM
FLY	FLY
SWIFT	NRM

#93 HAUNTER

LEV. 50/HP 128

GHOST POISON

PSYCHIC	PSY
THUNDERBOLT	ELC
SELF DESTRUCT	NRM
CONFUSE RAY	HO

#127 PINSIR

LEV. 50/HP 148

BUG

SLASH	NRM
MIMIC	NRM
HARDEN	NRM
GUILLOTINE	NRM

#148 DRAGONAIR

LEV. 50/HP 144

DRAGON

HYPER BEAM	NRM
THUNDERBOLT	ELC
FIRE BLAST	FIR
THUNDER WAVE	ELC

BATTLE 1

SAILOR

First up is Sailor, and his team predictably has three Water-types on it. Lead with Magneton, as it will dominate them and Fearlor and can paralyze either of the Fighting-types. Haunter's Psychic attack will ruin Chokelor and Primelor—bring it and Dragonair as backups.

#67 CHOKELOR

LEV. 50/HP 178

FIGHTING

KARATE CHOP	NRM
SEISMIC TOSS	FTG
SUBMISSION	FTG
STRENGTH	NRM

#22 FEARLOR

LEV. 50/HP 163

NORMAL FLYING

FURY ATTACK	NRM
MIRROR MOVE	FLY
DRILL PECK	FLY
FLY	FLY

#99 KINGLOR

LEV. 50/HP 153

WATER

STOMP	NRM
CRABHAMMER	WTR
TOXIC	PSN
CUT	NRM

#80 BROLOR

LEV. 50/HP 193

WATER PSYCHIC

AMNESIA	PSY
PSYCHIC	PSY
FISSURE	GRD
SURF	WTR

#57 PRIMELOR

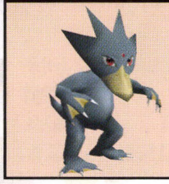
LEV. 50/HP 163

FIGHTING

LOW KICK	FTG
SEISMIC TOSS	FTG
THRASH	NRM
SCREECH	NRM

#55 DUCKLOR

LEV. 50/HP 178



WATER

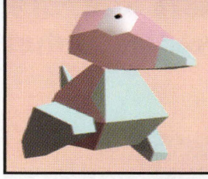
CONFUSION	PSY
TAKE DOWN	NRM
BUBBLEBEAM	WTR
DIG	GRD

BATTLE 2
ROCKER

Rocker is the first electric challenge of this gym, so lead with your Parasect—its Dig attack can put the hurt on any Electric-type he leads with. Bring Pinsir for its Strength and Haunter for its great versatility. If worse comes to worse, you can Self-Destruct it.

#137 PORYACE

LEV. 50/HP 163



NORMAL

PSYCHIC	PSY
RECOVER	NRM
THUNDER WAVE	ELC
TRI ATTACK	NRM

#42 GOLBACE

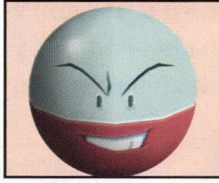
LEV. 50/HP 173

POISON FLYING

MEGA DRAIN	GRS
CONFUSE RAY	GHO
TOXIC	PSN
SWIFT	NRM

#101 TRODACE

LEV. 50/HP 158



ELECTRIC

THUNDER WAVE	ELC
HYPER BEAM	NRM
THUNDERBOLT	ELC
FLASH	NRM

#26 RAICHACE

LEV. 50/HP 158

ELECTRIC

THUNDER WAVE	ELC
QUICK ATTACK	NRM
THUNDERBOLT	ELC
SURF	WTR

#115 KANGACE

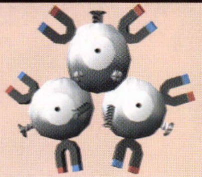
LEV. 50/HP 203

NORMAL

THUNDERBOLT	ELC
EARTHQUAKE	GRD
BLIZZARD	ICE
DOUBLE-EDGE	NRM

#82 MAGNETACE

LEV. 50/HP148



ELECTRIC

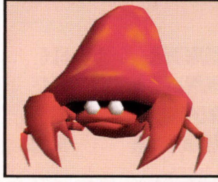
SUPERSONIC	NRM
THUNDER WAVE	ELC
DOUBLE-EDGE	NRM
THUNDERBOLT	ELC

BATTLE 3
OLD MAN

Lead off with your Dragonair and try to paralyze any Pokémon the Old Man leads with. After that, use your Fearow to take care of any Bug-types that show up. The two Fire-types and the Pesian are a problem—you can use Pinsir or gamble and use your Dig-equipped Parasect.

#47 PASECT

LEV. 50/HP 158



BUG GRASS

STUN SPORE	GRS
MEGA DRAIN	GRS
SLASH	NRM
DIG	GRD

#59 ARNINE

LEV. 50/HP 188

FIRE

TAKE DOWN	NRM
FLAMETHROWER	FIR
DRAGON RAGE	DRG
DIG	GRD

#71 VICTBEL

LEV. 50/HP 178

GRASS POISON

RAZOR LEAF	GRS
STUN SPORE	GRS
WRAP	NRM
TOXIC	PSN

#53 PESIAN

LEV. 50/HP 163

NORMAL

BODY SLAM	NRM
BUBBLEBEAM	WTR
THUNDERBOLT	ELC
DOUBLE TEAM	NRM

#5 CHARLEON

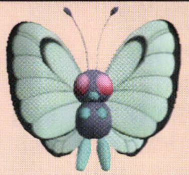
LEV. 50/HP 156

FIRE

SLASH	NRM
FIRE BLAST	FIR
DIG	GRD
DRAGON RAGE	DRG

#12 BUTREE

LEV. 50/HP 158



BUG FLYING

PSYCHIC	PSY
MEGA DRAIN	GRS
SUPERSONIC	NRM
SWIFT	NRM

LEADER
LT. SURGE

To begin with, bring out your Parasect to challenge Lt. Surge, as you can use Dig on any Electric-types, Mega Drain on the Poliwrath and Spore to put any other Pokémon to sleep. Follow up with your versatile Dragonair and the unpredictable Haunter as a wild card attacker.

#26 RAICHU

LEV. 50/HP 159

ELECTRIC

SURF	WTR
THUNDER WAVE	ELC
BODY SLAM	NRM
THUNDERBOLT	ELC

#114 TANGELA

LEV. 50/HP 163

GRASS

MEGA DRAIN	GRS
SLEEP POWDER	GRS
BIND	NRM
BODY SLAM	NRM

#62 POLIWRATH

LEV. 50/HP 188

WATER FIGHTING

AMNESIA	PSY
ICE BEAM	ICE
PSYCHIC	PSY
SUBMISSION	FTG

#108 LICKITUNG

LEV. 50/HP 188

NORMAL

BLIZZARD	ICE
EARTHQUAKE	GRD
THUNDERBOLT	ELC
DOUBLE-EDGE	NRM

#125 ELECTABUZZ

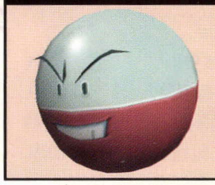
LEV. 50/HP 163

ELECTRIC

TOXIC	PSN
THUNDERPUNCH	ELC
SEISMIC TOSS	FTG
PSYCHIC	PSY

#101 ELECTRODE

LEV. 50/HP 158



ELECTRIC

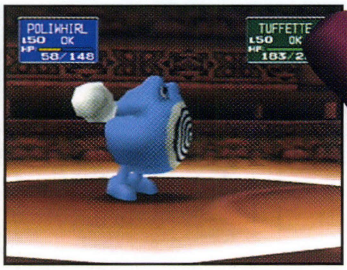
SONICBOOM	NRM
EXPLOSION	NRM
SWIFT	NRM
THUNDER	ELC

ROUND 2

CELADON GYM

As you well know, Celadon Gym is a haven for Grass-types that love to poison, paralyze and put Pokémon to sleep. You should also know by now that beating the Trainers will take more than a bunch of Fire-type Pokémon. As you advance through the castle, you'll see that a completely balanced team is essential to victory.

PIDGEOT
L50 OK
HP 166/166
TUFFETTE
L50 OK
HP 238/238



RECOMMENDED RENTAL TEAM

Don't worry about those Grass-types—your Ninetales and Dragonair have enough firepower to toast them all, and Tangela's Poison Powder is a nice second line of offense. You'll cover the rest of your bases with a Pidgeot, a Raichu and a Poliwhirl that has Hypnosis and Earthquake.

#18 PIDGEOT

LEV. 50/HP 166

NORMAL FLYING

MIRROR MOVE	FLY
FLY	FLY
QUICK ATTACK	NRM
HYPER BEAM	NRM

#38 NINETALES

LEV. 50/HP 156

FIRE

CONFUSE RAY	GHO
DIG	GRD
FIRE SPIN	FIR
BIDE	NRM

#26 RAICHU

LEV. 50/HP 143

ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
GROWL	NRM
MEGA KICK	NRM

#61 POLIWHIRL

LEV. 50/HP 148

WATER

HYPNOSIS	PSY
HYDRO PUMP	WTR
STRENGTH	NRM
EARTHQUAKE	GRD

#148 DRAGONAIR

LEV. 50/HP 144

DRAGON

HYPER BEAM	NRM
THUNDERBOLT	ELC
FIRE BLAST	FIR
THUNDER WAVE	ELC

#114 TANGELA

LEV. 50/HP 148

GRASS

POISON POWDER	PSN
TAKE DOWN	NRM
MEGA DRAIN	GRS
GROWTH	NRM

BATTLE 1

LASS

First out of the Celadon Gym gate is the Lass, whose team is heavily stacked in favor of Normal-types. Lead with Poliwhirl, as it can use Hypnosis to put any of them to sleep instantly, and be sure to bring along Raichu for paralyzing purposes. Pidgeot is another good choice.

#148 NAIRETTE

LEV. 50/HP 159

DRAGON

AGILITY	PSY
THUNDER WAVE	ELC
HORN DRILL	NRM
ICE BEAM	ICE

#40 TUFFETTE

LEV. 50/HP 238

NORMAL

REST	PSY
BODY SLAM	NRM
THUNDERBOLT	ELC
THUNDER WAVE	ELC

#83 FARFETTE

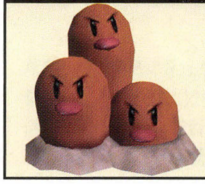
LEV. 50/HP 150

NORMAL FLYING

SAND-ATTACK	NRM
TOXIC	PSN
BODY SLAM	NRM
FLY	FLY

#51 DUGESS

LEV. 50/HP 133



GROUND

SLASH	NRM
EARTHQUAKE	GRD
RAGE	NRM
FISSURE	GRD

#45 VILESS

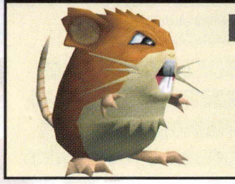
LEV. 50/HP 173

GRASS POISON

STUN SPORE	GRS
SOLARBEAM	GRS
PETAL DANCE	GRS
REFLECT	PSY

#20 RATICESS

LEV. 50/HP 153



NORMAL

SUPER FANG	NRM
HYPER FANG	NRM
BUBBLEBEAM	WTR
THUNDER	ELC

BATTLE 2
BEAUTY

The sight of a lot of Water- and Flying-types should tell you to lead with your Raichu, although you must be sure to pull it back if the Rhydon comes out. Tangela is another good choice here because of its Grass-type attacks, and Dragonair or Poliwhirl makes a good backup.

#121 MIEDY

LEV. 50/HP 158

WATER PSYCHIC

REFLECT	PSY
SWIFT	NRM
LIGHT SCREEN	PSY
HYDRO PUMP	WTR

#119 SEADY

LEV. 50/HP 178

WATER

SUPERSONIC	NRM
SURF	WTR
ICE BEAM	ICE
HYPER BEAM	NRM

#85 DODRIDY

LEV. 50/HP 158

NORMAL FLYING

FURY ATTACK	NRM
DRILL PECK	FLY
TRI ATTACK	NRM
AGILITY	PSY

#18 PIDGEODY

LEV. 50/HP 181

NORMAL FLYING

SAND-ATTACK	NRM
QUICK ATTACK	NRM
MIRROR MOVE	FLY
FLY	FLY

#112 RHYDDY

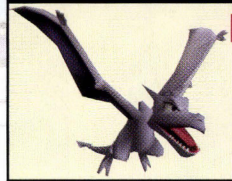
LEV. 50/HP 203

GROUND ROCK

BODY SLAM	NRM
THUNDERBOLT	ELC
ICE BEAM	ICE
EARTHQUAKE	GRD

#142 AERODY

LEV. 50/HP 178



ROCK FLYING

FIRE BLAST	FIR
DOUBLE-EDGE	NRM
DRAGON RAGE	DRG
FLY	FLY

BATTLE 3
COOL ♀

With several Ground-types in the Cool Trainer's stable, you'd better lead off with either Tangela or Poliwhirl. Both of them will serve well in battle, so be sure to use both regardless of which you lead with. Ninetales's Fire Spin attack is sure to help, so bring it along, too.

#105 MAROWANCE

LEV. 50/HP 158

GROUND

EARTHQUAKE	GRD
ICE BEAM	ICE
SEISMIC TOSS	FTG
DOUBLE-EDGE	NRM

#113 CHANSEANCE

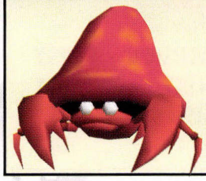
LEV. 50/HP 348

NORMAL

MINIMIZE	NRM
SOFTBOILED	NRM
ICE BEAM	ICE
SEISMIC TOSS	FTG

#47 SECTANCE

LEV. 50/HP 158



BUG GRASS

SPORE	GRS
SLASH	NRM
SOLARBEAM	GRS
DIG	GRD

#31 QUEENANCE

LEV. 50/HP 188

POISON GROUND

SUBMISSION	FTG
EARTHQUAKE	GRD
BODY SLAM	NRM
ICE BEAM	ICE

#34 KINGANCE

LEV. 50/HP 179

POISON GROUND

DOUBLE-EDGE	NRM
SURF	WTR
THUNDERBOLT	ELC
FIRE BLAST	FIR

#108 LICKITANCE

LEV. 50/HP 188

NORMAL

WRAP	NRM
SUPERSONIC	NRM
FIRE BLAST	FIR
SURF	WTR

LEADER
ERIKA

Here's the battle where Dragonair and Ninetales earn their keep. Both of these Pokémon's Fire-type attacks will dominate Erika's Grass-type Pokémon—just watch out for Exeggutor's Explosion attack. Use Raichu or Pidgeot for your third Pokémon, as either one will help out.

#45 VILEPLUME

LEV. 50/HP 174

GRASS POISON

STUN SPORE	GRS
PETAL DANCE	GRS
MEGA DRAIN	GRS
BODY SLAM	NRM

#36 CLEFABLE

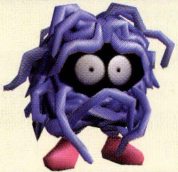
LEV. 50/HP 193

NORMAL

THUNDERBOLT	ELC
PSYCHIC	PSY
ICE BEAM	ICE
BODY SLAM	NRM

#114 TANGELA

LEV. 50/HP 163

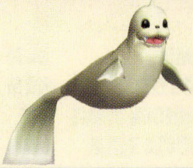


GRASS

BIND	NRM
TOXIC	PSN
DOUBLE-EDGE	NRM
MEGA DRAIN	GRS

#87 DEWGONG

LEV. 50/HP 188

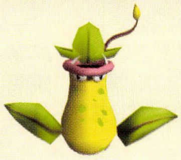


WATER ICE

BLIZZARD	ICE
REST	PSY
SURF	WTR
BODY SLAM	NRM

#71 VICTREEBEL

LEV. 50/HP 178

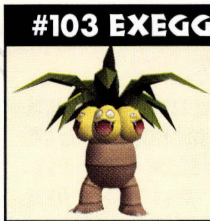


GRASS POISON

WRAP	NRM
MEGA DRAIN	GRS
RAZOR LEAF	GRS
TOXIC	PSN

#103 EXEGGUTOR

LEV. 50/HP 193



GRASS PSYCHIC

HYPNOSIS	PSY
EXPLOSION	NRM
MEGA DRAIN	GRS
PSYCHIC	PSY

ROUND 2

FUCHSIA GYM

Koga still hasn't fumigated the Fuchsia Gym interior—there are all kinds of poisons lingering in the air and a bunch of Pokémon that know how to use toxic tactics. You'd better be ready to finish off Trainers' teams pretty quickly, because once your Pokémon fall ill, you won't have long to fight before they fall unconscious.

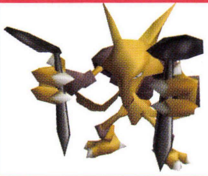
ALAKAZAM
L50 OK
HP: 138/138
ELEC-TRODE
L50 OK
HP: 156/156

DODRIO
L50 PARALYZE
HP: 28/143
SLOWB-RO
L50 OK
HP: 191/191

RECOMMENDED RENTAL TEAM

This team is the cure-all for poisoning. With an Alakazam and a Gengar on your side, you'll have enough Psychic-type power to pummel most Poison-types, and if that doesn't work, you can always use Dugtrio's Ground-type attacks. Electabuzz, Dodrio and Poliwrath are also key.

#65 ALAKAZAM — LEV. 50/HP 138



PSYCHIC

CONFUSION	PSY
REFLECT	PSY
KINESIS	PSY
DIG	GRD

#125 ELECTABUZZ — LEV. 50/HP 148

ELECTRIC

THUNDERPUNCH	ELC
FLASH	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG

#51 DUGTRIO — LEV. 50/HP 118

GROUND

DIG	GRD
SAND-ATTACK	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

#94 GENGAR — LEV. 50/HP 143

GHOST POISON

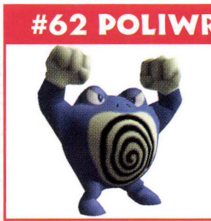
HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#85 DODRIO — LEV. 50/HP 143

NORMAL FLYING

FLY	FLY
TRI ATTACK	NRM
REFLECT	PSY
SUBSTITUTE	NRM

#62 POLIWRATH — LEV. 50/HP 173



WATER FIGHTING

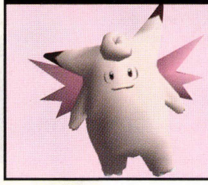
HYPNOSIS	PSY
SUBMISSION	FTG
MIMIC	NRM
SURF	WTR

BATTLE 1

JUGGLER

The Juggler's team has a surprising number of Psychic-types on it and also a ton of Pokémon that use Substitute constantly to deflect attacks. Lead off with Electabuzz and try to paralyze them to start. Also use Dugtrio against the Electric-types and Gengar as a backup.

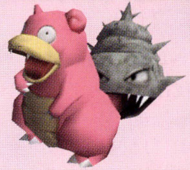
#36 CLE-FABLE — LEV. 50/HP 191



NORMAL

MIMIC	NRM
METRONOME	NRM
DOUBLE TEAM	NRM
REST	PSY

#80 SLOWB-RO — LEV. 50/HP 191



WATER PSYCHIC

MIMIC	NRM
SUBSTITUTE	NRM
BUBBLEBEAM	WTR
DOUBLE TEAM	NRM

#125 ELECTA-BUZ — LEV. 50/HP 161

ELECTRIC

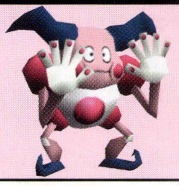
SUBSTITUTE	NRM
METRONOME	NRM
TOXIC	PSN

#65 ALA-KAZAM — LEV. 50/HP 151

PSYCHIC

SUBSTITUTE	NRM
METRONOME	NRM
PSYBEAM	PSY
RECOVER	NRM

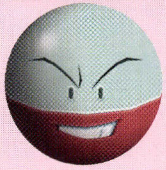
#122 MR. M-IME — LEV. 50/HP 136



PSYCHIC

MIMIC	NRM
METRONOME	NRM
SEISMIC TOSS	FTG

#101 ELEC-TRODE — LEV. 50/HP 156



ELECTRIC

MIMIC	NRM
SUBSTITUTE	NRM
THUNDER WAVE	ELC
DOUBLE TEAM	NRM

BATTLE 2

TAMER

Tamer has a very diverse team of quick Pokémon at his disposal, and you may have to rely on luck for the right matchup. Use your Alakazam or Gengar to start, and following up with Dodrio and Poliwrath will likely see you through. Electabuzz is always a shocking option.

#99 LERKING

LEV. 50/HP 151

WATER

CRABHAMMER	WTR
TOXIC	PSN

#28 SLASHSAND

LEV. 50/HP 171

GROUND

SAND-ATTACK	NRM
SLASH	NRM
ROCK SLIDE	RCK

#123 THERSCY

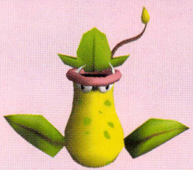
LEV. 50/HP 166

BUG FLYING

SLASH	NRM
AGILITY	PSY
WING ATTACK	FLY
DOUBLE TEAM	NRM

#71 BELVICTREE

LEV. 50/HP 176



GRASS POISON

RAZOR LEAF	GRS
TOXIC	PSN

#68 CHAMPMA

LEV. 50/HP 186

FIGHTING

KARATE CHOP	NRM
LOW KICK	FTG

#53 SIANPER

LEV. 50/HP 161

NORMAL

SLASH	NRM
BUBBLEBEAM	WTR

BATTLE 3

BIKER

The Poison-types in this battle will warm you up for Koga, so get off on the right foot with your Gengar. Bring Alakazam as a Psychic-type backup and make Electabuzz your ace in the hole. Its Electric-type attacks will destroy the Water-types and give you a chance against Jynx.

#141 KABU-TOPS

LEV. 50/HP 156

ROCK WATER

TOXIC	PSN
SLASH	NRM
HYDRO PUMP	WTR
SEISMIC TOSS	FTG

#89 MU-K

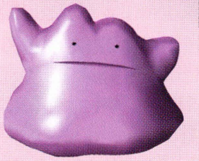
LEV. 50/HP 201

POISON

TOXIC	PSN
MINIMIZE	NRM
SCREECH	NRM
MEGA DRAIN	GRS

#132 DIT-TO

LEV. 50/HP 151



NORMAL

TRANSFORM	NRM

#110 WEE-ZING

LEV. 50/HP 161

POISON

TOXIC	PSN
EXPLOSION	NRM
HAZE	ICE
SLUDGE	PSN

#124 JYN-X

LEV. 50/HP 161

ICE PSYCHIC

TOXIC	PSN
PSYCHIC	PSY
ICE PUNCH	ICE
TAKE DOWN	NRM

#73 TENTA-CRUE

LEV. 50/HP 176

WATER POISON

ACID	PSN
SUPERSONIC	NRM
WRAP	NRM
TOXIC	PSN

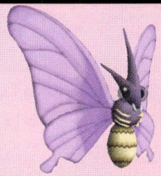
LEADER

KOGA

You could lead with your Alakazam or your Gengar, but you'll have to get Gengar out of there if Koga uses his Psychic-type Hypno. Whichever you choose, be sure to send reinforcements in the forms of Dugtrio and Dodrio, which will take care of Poison- and Bug-types respectively.

#49 VENOMOTH

LEV. 50/HP 169

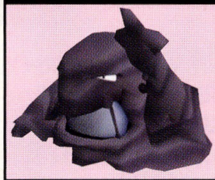


BUG POISON

MEGA DRAIN	GRS
STUN SPORE	GRS
PSYCHIC	PSY
HYPER BEAM	NRM

#89 MUK

LEV. 50/HP 203

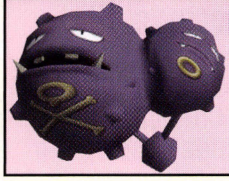


POISON

SLUDGE	PSN
MINIMIZE	NRM
HYPER BEAM	NRM
TOXIC	PSN

#110 WEEZING

LEV. 50/HP 163



POISON

SLUDGE	PSN
SMOKESCREEN	NRM
TOXIC	PSN
FIRE BLAST	FIR

#97 HYPNO

LEV. 50/HP 183

PSYCHIC

HYPNOSIS	PSY
PSYCHIC	PSY
COUNTER	FTG
SEISMIC TOSS	FTG

#114 TANGELA

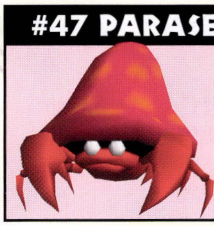
LEV. 50/HP 163

GRASS

STUN SPORE	GRS
DOUBLE TEAM	NRM
REST	PSY
SOLARBEAM	GRS

#47 PARASECT

LEV. 50/HP 158



BUG GRASS

SPORE	GRS
SLASH	NRM
MEGA DRAIN	GRS
GROWTH	NRM

ROUND 2

SAFFRON GYM

Prepare for some long, drawn-out battles! The Saffron Gym's Leader is pro-Psychic-type, and as you well know, Psychic-types are extremely tough to match up against. As if that weren't enough, it seems like the Trainers in the gym march to the beat of their own drummers, so you'll need Pokémon that can survive any onslaught.

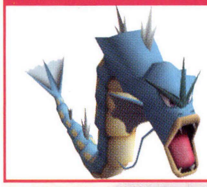
MR.MIME
L50 OK
HP 123/123
poliwrath
L50 OK
HP 187/187

EXEGGUTOR
L50 OK
HP 45/178
sandslash
L50 OK
HP 20/172

RECOMMENDED RENTAL TEAM

You'll need a little bit of everything to survive this gym. This team is heavy in Psychic abilities, which will see you through most trials and give Sabrina's Pokémon a taste of their own medicine. Jolteon will be your best friend—Psychic-types will fear its Pin Missile attack. As always, home-schooled Pokémon will improve your odds.

#130 GYARADOS LEV. 50/HP 178



WATER FLYING

DRAGON RAGE	DRG
HYDRO PUMP	WTR
TAKE DOWN	NRM
LEER	NRM

#94 GENGAR LEV. 50/HP 143

GHOST POISON

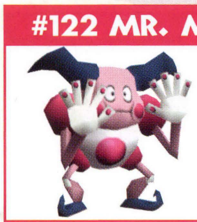
HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

#135 JOLTEON LEV. 50/HP 148

ELECTRIC

THUNDER	ELC
TOXIC	PSN
PIN MISSILE	BUG
DOUBLE KICK	FTG

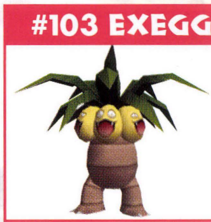
#122 MR. MIME LEV. 50/HP 123



PSYCHIC

BARRIER	PSY
PSYCHIC	PSY
SEISMIC TOSS	FTG
COUNTER	FTG

#103 EXEGGUTOR LEV. 50/HP 178



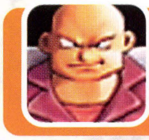
GRASS PSYCHIC

LEECH SEED	GRS
HYPNOSIS	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM

#51 DUGTRIO LEV. 50/HP 118

GROUND

DIG	GRD
SAND-ATTACK	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM



BATTLE 1
CUEBALL

Start out your quest to the top of Saffron Gym with Mr. Mime—its Psychic-type attacks will brutalize any and all Fighting-types. Have your Exeggutor waiting to come in against the Ground-types and use Jolteon's Electric-type attacks against the Water- and Flying-types.

#62 poliwrath LEV. 50/HP 187

WATER FIGHTING

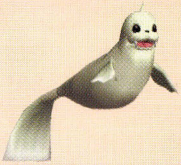
SUBMISSION	FTG
HYPER BEAM	NRM
EARTHQUAKE	GRD
SEISMIC TOSS	FTG

#57 primeape LEV. 50/HP 162

FIGHTING

FURY SWIPES	NRM
COUNTER	FTG
DIG	GRD
SUBMISSION	FTG

#87 dewgong LEV. 50/HP 187



WATER ICE

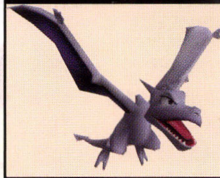
BODY SLAM	NRM
HYPER BEAM	NRM
REST	PSY
DOUBLE-EDGE	NRM

#28 sandslash LEV. 50/HP 172

GROUND

SLASH	NRM
EARTHQUAKE	GRD
SUBMISSION	FTG
SWIFT	NRM

#142 aerodactyl LEV. 50/HP 177



ROCK FLYING

FLY	FLY
HYPER BEAM	NRM
DRAGON RAGE	DRG
SKY ATTACK	FLY

#112 rhydon LEV. 50/HP 202

GROUND ROCK

HORN DRILL	NRM
BODY SLAM	NRM
EARTHQUAKE	GRD
STOMP	NRM

BATTLE 2

BURGLAR

Burglar loves Fire-type Pokémon, so don't give him a chance to get you wrapped up in a Fire Spin. Lead with Gyarados and keep Dugtrio on hand in case your Water-type can't last. It's a good idea to use Gengar or Mr. Mime, too—they'll take care of Poison- and Fighting-types.

#38 TALAR

LEV. 50/HP 170

FIRE

FLAMETHROWER	FIR
CONFUSE RAY	GHO
BIDE	NRM
BODY SLAM	NRM

#110 WEELAR

LEV. 50/HP 162

POISON

FIRE BLAST	FIR
SLUDGE	PSN
TOXIC	PSN
SMOKESCREEN	NRM

#59 ARCALAR

LEV. 50/HP 187

FIRE

DRAGON RAGE	DRG
FLAMETHROWER	FIR
TOXIC	PSN
DIG	GRD

#36 FABLAR

LEV. 50/HP 192

NORMAL

TRI ATTACK	NRM
ICE BEAM	ICE
PSYCHIC	PSY
SEISMIC TOSS	FTG

#68 CHAMPLAR

LEV. 50/HP 187

FIGHTING

EARTHQUAKE	GRD
SUBMISSION	FTG
SEISMIC TOSS	FTG
FIRE BLAST	FIR

#78 DASHLAR

LEV. 50/HP 162

FIRE

FIRE SPIN	FIR
TOXIC	PSN
AGILITY	PSY
HORN DRILL	NRM

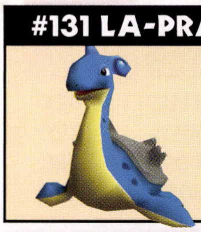
BATTLE 3

MEDIUM

Lead with the Jolteon for your battle with Medium, because you can easily fry the Water-types or poison anyone else. Bring Mr. Mime or Gengar to take care of most everyone else, although you should watch out for Magmar. Have Gyarados on hand to prevent a fire emergency.

#131 LA-PRAS

LEV. 50/HP 227



WATER ICE

CONFUSE RAY	GHO
TOXIC	PSN
THUNDERBOLT	ELC
PSYCHIC	PSY

#126 MAG-MAR

LEV. 50/HP 162

FIRE

CONFUSE RAY	GHO
FIRE PUNCH	FIR
PSYCHIC	PSY
BIDE	NRM

#94 ENG-GAR

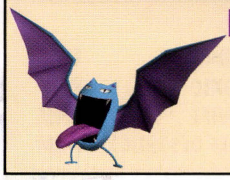
LEV. 50/HP 157

GHOST POISON

CONFUSE RAY	GHO
NIGHT SHADE	GHO
THUNDER	ELC
BIDE	NRM

#42 GOL-BAT

LEV. 50/HP 172

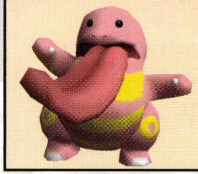


POISON FLYING

CONFUSE RAY	GHO
SCREECH	NRM
SWIFT	NRM
MEGA DRAIN	GRS

#108 LICKI-TUNG

LEV. 50/HP 187



NORMAL

SUPERSONIC	NRM
SCREECH	NRM
EARTHQUAKE	GRD
ICE BEAM	ICE

#73 TENT-CRUEL

LEV. 50/HP 177

WATER POISON

SUPERSONIC	NRM
HYDRO PUMP	WTR
BARRIER	PSY
TOXIC	PSN

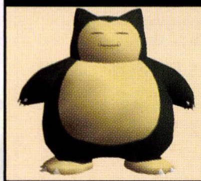
LEADER

SABRINA

Jolteon is vulnerable to physical attacks because it's fairly weak, but if you can poison everyone and then use Pin Missile on the Psychic-types, you'll be fine. Mr. Mime's Psychic-and Fighting-type skills with hurt the Normal-types, and Gyarados will be a perfect backup.

#143 SNORLAX

LEV. 50/HP 254

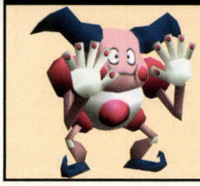


NORMAL

AMNESIA	PSY
ICE BEAM	ICE
THUNDERBOLT	ELC
REST	PSY

#122 MR. MIME

LEV. 50/HP 138



PSYCHIC

LIGHT SCREEN	PSY
PSYCHIC	PSY
THUNDER WAVE	ELC
SOLARBEAM	GRS

#65 ALAKAZAM

LEV. 50/HP 153

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
DIG	GRD

#97 HYPNO

LEV. 50/HP 183

PSYCHIC

HYPNOSIS	PSY
DREAM EATER	PSY
MEDITATE	PSY
MEGA KICK	NRM

#103 EXEGGUTOR

LEV. 50/HP 193

GRASS PSYCHIC

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
EXPLOSION	NRM

#40 WIGGLYTUFF

LEV. 50/HP 238

NORMAL

THUNDERBOLT	ELC
BODY SLAM	NRM
ICE BEAM	ICE
SEISMIC TOSS	FTG

ROUND 2

CINNABAR GYM

The battles really start to heat up once you set foot in Blaine's Cinnabar Gym. Unfortunately, the big man himself is really the only Trainer who uses Fire-types, so you need to plan more for the fights leading up to the ultimate battle. Remember to frequently use attacks that confuse, paralyze and put opponents to sleep.

STARMIE
L50 OK
HP: 143/143
WAK
L50 OK
HP: 36/157

FEAROW
L50 OK
HP: 73/148
CATE
L50 OK
HP: 134/152

FEAROW used AGILITY!

RECOMMENDED RENTAL TEAM

You may recognize most of these Pokémon from teams past—in fact, Exeggutor, Gengar and Alakazam just finished whooping on the Saffron Gym Trainers. They're just as useful here, and when they're joined by a strong Starmie, Electrode and Fearow, they'll be near unstoppable.

#121 STARMIE LEV. 50/HP 143

WATER PSYCHIC

BUBBLEBEAM	WTR
THUNDER	ELC
MINIMIZE	NRM
TRI ATTACK	NRM

#22 FEAROW LEV. 50/HP 148

NORMAL FLYING

AGILITY	PSY
DOUBLE TEAM	NRM
FLY	FLY
SWIFT	NRM

#103 EXEGGUTOR LEV. 50/HP 178

GRASS PSYCHIC

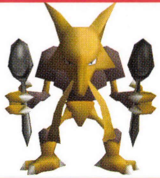
LEECH SEED	GRS
HYPNOSIS	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM

#94 GENGAR LEV. 50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

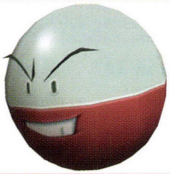
#65 ALAKAZAM LEV. 50/HP 138



PSYCHIC

CONFUSION	PSY
REFLECT	PSY
KINESIS	PSY
DIG	GRD

#101 ELECTRODE LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELF DESTRUCT	NRM

BATTLE 1

JUDOBOY

Your Exeggutor would be a good choice for a lead Pokémon, merely because its Grass-and-Psychic-type combo makes it supereffective against Ground- and Fighting-types. You can let your Fearow tag along in case Scy shows up, and include the Electrode for extra security.

#105 WAK LEV. 50/HP 157

GROUND

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
EARTHQUAKE	GRD
HYPER BEAM	NRM

#57 PRIME LEV. 50/HP 162

FIGHTING

FOCUS ENERGY	NRM
TAKE DOWN	NRM
THRASH	NRM
HYPER BEAM	NRM

#20 CATE LEV. 50/HP 152

NORMAL

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
HYPER BEAM	NRM
DIG	GRD

#34 NIDO LEV. 50/HP 178

POISON GROUND

FOCUS ENERGY	NRM
TAKE DOWN	NRM
SURF	WTR
EARTHQUAKE	GRD

#123 SCY LEV. 50/HP 167

BUG FLYING

FOCUS ENERGY	NRM
WING ATTACK	FLY
DOUBLE-EDGE	NRM
SWIFT	NRM

#68 CHAMP LEV. 50/HP 187

FIGHTING

FOCUS ENERGY	NRM
DOUBLE-EDGE	NRM
EARTHQUAKE	GRD
HYPER BEAM	NRM

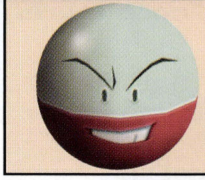
BATTLE 2

NERD

Nerd is dangerous for the sole reason that every one of his Pokémon is equipped with Explosion, which could wipe out your team. Lead with Alakazam, and try to confuse them—you can also use Dig to try to avoid the Explosion. Use Starmie and Fearow as your backups.

#101 TRODELECT

LEV. 50/HP 157



ELECTRIC

EXPLOSION	NRM
THUNDERBOLT	ELC
THUNDER WAVE	ELC
SCREECH	NRM

#94 GARGEN

LEV. 50/HP 157

GHOST POISON

EXPLOSION	NRM
BIDE	NRM
SKULL BASH	NRM
CONFUSE RAY	GHO

#76 LEMGO

LEV. 50/HP 177

ROCK GROUND

EXPLOSION	NRM
ROCK SLIDE	RCK
FIRE BLAST	FIR
EARTHQUAKE	GRD

#103 UTOREXEGG

LEV. 50/HP 192

GRASS PSYCHIC

EXPLOSION	NRM
MEGA DRAIN	GRS
EGG BOMB	NRM
HYPNOSIS	PSY

#89 UMK

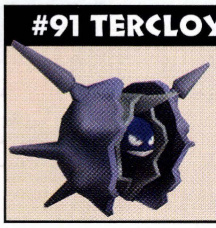
LEV. 50/HP 202

POISON

EXPLOSION	NRM
SLUDGE	PSN
MEGA DRAIN	GRS
TOXIC	PSN

#91 TERCLOYS

LEV. 50/HP 147



WATER ICE

EXPLOSION	NRM
CLAMP	WTR
ICE BEAM	ICE
SURF	WTR

BATTLE 3

PSYCHIC

Surprise, surprise! Psychic has a lot of Psychic-types on her team! To counteract them, lead with Electrode and poison them. If things look dire, you can always use Self Destruct. Have Gengar and Starmie in your stable as well, since they have such diverse talents.

#80 BROENZA

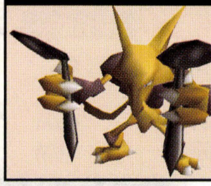
LEV. 50/HP 192

WATER PSYCHIC

AMNESIA	PSY
PSYCHIC	PSY
SURF	WTR
EARTHQUAKE	GRD

#65 ZAMENZA

LEV. 50/HP 152



PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
HYPER BEAM	NRM

#62 WRATHENZA

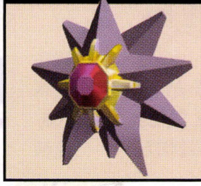
LEV. 50/HP 187

WATER FIGHTING

SUBMISSION	FTG
HYPNOSIS	PSY
SURF	WTR
PSYCHIC	PSY

#121 MIENZA

LEV. 50/HP 157



WATER PSYCHIC

SWIFT	NRM
HYDRO PUMP	WTR
HYPER BEAM	NRM
THUNDERBOLT	ELC

#124 JYNENZA

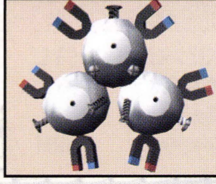
LEV. 50/HP 162

ICE PSYCHIC

ICE BEAM	ICE
LOVELY KISS	NRM
SEISMIC TOSS	FTG
REFLECT	PSY

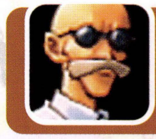
#82 TONENZA

LEV. 50/HP 147



ELECTRIC

THUNDER WAVE	ELC
THUNDERBOLT	ELC
DOUBLE TEAM	NRM
SUPERSONIC	NRM



LEADER

BLAINE

Here are all those Fire-type Pokémon you've heard about, so lead with your Starmie and prepare to unleash some Bubblebeam shots. Alakazam is another good Pokémon to have, because its Dig attack will work well against the Fire-types. Use Fearow or Electrode as a last resort.

#6 CHARIZARD

LEV. 50/HP 176

FIRE FLYING

SLASH	NRM
FLAMETHROWER	FIR
EARTHQUAKE	GRD
FLY	FLY

#126 MAGMAR

LEV. 50/HP 163

FIRE

CONFUSE RAY	GHO
FIRE PUNCH	FIR
BODY SLAM	NRM
PSYCHIC	PSY

#78 RAPIDASH

LEV. 50/HP 163

FIRE

STOMP	NRM
FIRE SPIN	FIR
TOXIC	PSN
HORN DRILL	NRM

#113 CHANSEY

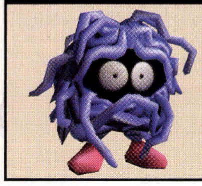
LEV. 50/HP 348

NORMAL

FIRE BLAST	FIR
SOFTBOILED	NRM
MINIMIZE	NRM
ICE BEAM	ICE

#114 TANGELA

LEV. 50/HP 163

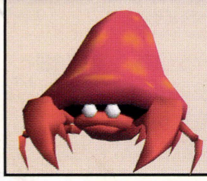


GRASS

STUN SPORE	GRS
MEGA DRAIN	GRS
DOUBLE TEAM	NRM
REST	PSY

#47 PARASECT

LEV. 50/HP 158



BUG GRASS

STUN SPORE	GRS
SLASH	NRM
MEGA DRAIN	GRS
DOUBLE TEAM	NRM

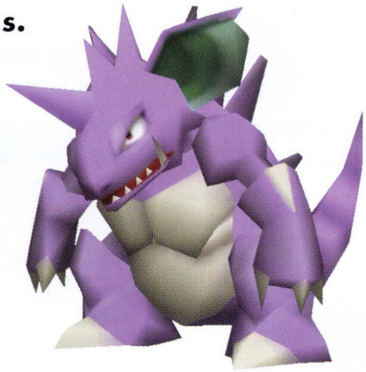
ROUND 2

VIRIDIAN GYM

Ah, a rematch with Giovanni—that guy just doesn't know when to quit! To earn another fight with the Elite Four, you'll have to battle your way through the Viridian Gym once more. These are some of the most diverse teams you'll face, so you'd better be prepared for drawn-out battles with many attack and retreat phases.

ZAPDOS
L50 PARALYZE
HP: 106/173
KANGACT4
L50 OK
HP: 203/203

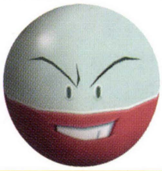
GYARADOS
L50 FAINTED
HP: 0/178
GOLBACT1
L50 OK
HP: 173/173



RECOMMENDED RENTAL TEAM

No team is infallible against the heavyweights in Giovanni's gym, but these Pokémon should serve you well if used properly. Remember to make good use of defensive attacks like Substitute, Sand-Attack and Leer—these will often make the difference in a difficult battle.

#101 ELECTRODE LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELF DESTRUCT	NRM

#145 ZAPDOS LEV. 50/HP 173

ELECTRIC FLYING

THUNDER	ELC
SKY ATTACK	FLY
SUBSTITUTE	NRM
FLASH	NRM

#124 JYNX LEV. 50/HP 148

ICE PSYCHIC

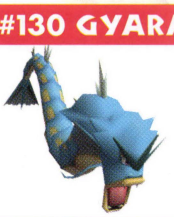
LOVELY KISS	NRM
ICE PUNCH	ICE
THRASH	NRM
PSYCHIC	PSY

#103 EXEGGUTOR LEV. 50/HP 178

GRASS PSYCHIC

LEECH SEED	GRS
HYPNOSIS	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM

#130 GYARADOS LEV. 50/HP 178



WATER FLYING

DRAGON RAGE	DRG
HYDRO PUMP	WTR
TAKE DOWN	NRM
LEER	NRM

#51 DUGTRIO LEV. 50/HP 118

GROUND

DIG	GRD
SAND-ATTACK	NRM
ROCK SLIDE	RCK
SUBSTITUTE	NRM

BATTLE 1
ROCKET

Rocket shouldn't give you much trouble. Lead off with your Electrode and shock any Flying-types out of the sky. Poison any others with Toxic, then bring in Jynx and Gyarados to clean up the mess. Their brutal combination of multiple-type attacks should overcome anyone.

#42 GOLBACT1 LEV. 50/HP 173

POISON FLYING

WING ATTACK	FLY
HYPER BEAM	NRM
MEGA DRAIN	GRS
CONFUSE RAY	GHO

#20 CATACT2 LEV. 50/HP 153

NORMAL

HYPER FANG	NRM
SUPER FANG	NRM
ICE BEAM	ICE
DIG	GRD

#53 PERACT3 LEV. 50/HP 163

NORMAL

SLASH	NRM
BUBBLEBEAM	WTR
TOXIC	PSN
THUNDERBOLT	ELC

#115 KANGACT4 LEV. 50/HP 203

NORMAL

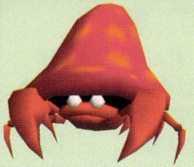
BODY SLAM	NRM
BLIZZARD	ICE
EARTHQUAKE	GRD
THUNDERBOLT	ELC

#85 DRIOACT5 LEV. 50/HP 158

NORMAL FLYING

DRILL PECK	FLY
AGILITY	PSY
HYPER BEAM	NRM
RAGE	NRM

#47 SECTACT6 LEV. 50/HP 158



BUG GRASS

SPORE	GRS
SLASH	NRM
GROWTH	NRM
MEGA DRAIN	GRS

BATTLE 2

LAB MAN

Zapdos is a good choice for your lead, as its Electric-type attacks will strike fear into Tops-kab, Wrath-poli and Ow-fear. Use Exeggutor as well—it does double duty with Psychic- and Grass-type attacks. Round out your team with Dugtrio or Jynx to fight Tung-licki and Ton-magne.

#141 TOPS-KAB

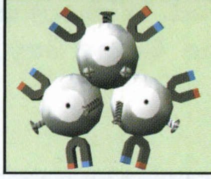
LEV. 50/HP 158

ROCK WATER

DOUBLE TEAM	NRM
SLASH	NRM
SURF	WTR
HYPER BEAM	NRM

#82 TON-MAGNE

LEV. 50/HP 148



ELECTRIC

DOUBLE TEAM	NRM
SWIFT	NRM
SCREECH	NRM
THUNDERBOLT	ELC

#22 OW-FEAR

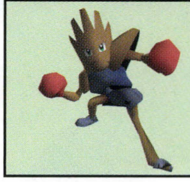
LEV. 50/HP 163

NORMAL FLYING

DRILL PECK	FLY
DOUBLE TEAM	NRM
DOUBLE-EDGE	NRM
TOXIC	PSN

#107 CHAN-MON

LEV. 50/HP 148



FIGHTING

DOUBLE TEAM	NRM
SEISMIC TOSS	FTG
ICE PUNCH	ICE
MEGA KICK	NRM

#62 WRATH-POLI

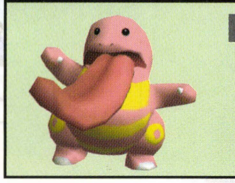
LEV. 50/HP 188

WATER FIGHTING

DOUBLE TEAM	NRM
BODY SLAM	NRM
HYDRO PUMP	WTR
PSYCHIC	PSY

#108 TUNG-LICKI

LEV. 50/HP 188



NORMAL

DOUBLE TEAM	NRM
COUNTER	FTG
THUNDERBOLT	ELC
BLIZZARD	ICE

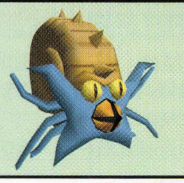
BATTLE 3

COOL ♂

This Cool Trainer has a lot of Water- and Flying-types, but since he also has Zapstor and a Fablestor with Electric-type atacks, you'd better keep your Zapdos at home. Lead with Electrode instead, then complement it with your health-draining Exeggutor and your icy Jynx.

#139 OMSTOR

LEV. 50/HP 168



WATER ROCK

HYDRO PUMP	WTR
ICE BEAM	ICE
SEISMIC TOSS	FTG
SUBMISSION	FTG

#85 DRIOSTOR

LEV. 50/HP 158

NORMAL FLYING

BODY SLAM	NRM
DRILL PECK	FLY
TOXIC	PSN
DOUBLE TEAM	NRM

#73 CRUELSTOR

LEV. 50/HP 178

WATER POISON

SCREECH	NRM
WRAP	NRM
MEGA DRAIN	GRS
SURF	WTR

#36 FABLESTOR

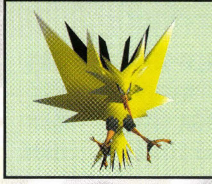
LEV. 50/HP 193

NORMAL

THUNDERBOLT	ELC
BODY SLAM	NRM
ICE BEAM	ICE
PSYCHIC	PSY

#145 ZAPSTOR

LEV. 50/HP 177



ELECTRIC FLYING

DRILL PECK	FLY
THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM

#127 PINSTOR

LEV. 50/HP 156

BUG

BIND	NRM
SEISMIC TOSS	FTG
TOXIC	PSN
SLASH	NRM

LEADER

GIOVANNI

Giovanni's team is full of physically strong Pokémon, and if you don't shuffle your team out of harm's way, he'll beat you in no time. Lead with Electrode and try to poison your enemies—you may have to use Self Destruct. Use Jynx as your main fighter, with Dugtrio in reserve. Without home-trained Pokémon, you'll need lots of luck.

#53 PERSIAN

LEV. 50/HP 163

NORMAL

SCREECH	NRM
SLASH	NRM
THUNDERBOLT	ELC
BUBBLEBEAM	WTR

#128 TAUROS

LEV. 50/HP 173

NORMAL

THUNDER	ELC
BLIZZARD	ICE
EARTHQUAKE	GRD
FIRE BLAST	FIR

#31 NIDOQUEEN

LEV. 50/HP 188

POISON GROUND

BLIZZARD	ICE
DOUBLE KICK	FTG
BODY SLAM	NRM
THUNDERBOLT	ELC

#34 NIDOKING

LEV. 50/HP 179

POISON GROUND

THRASH	NRM
THUNDER	ELC
SURF	WTR
EARTHQUAKE	GRD

#94 GENGAR

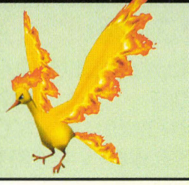
LEV. 50/HP 159

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
NIGHT SHADE	GHO
EXPLOSION	NRM

#146 MOLTRES

LEV. 50/HP 177



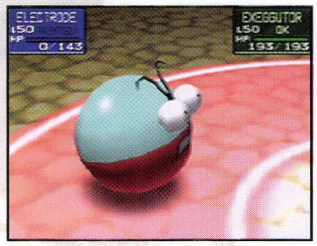
FIRE FLYING

FIRE SPIN	FIR
TOXIC	PSN
FLY	FLY
DOUBLE-EDGE	NRM

ROUND 2

VS. ELITE FOUR

Do you have what it takes to beat the Elite...again? If you thought this fight was hard last time, then prepare to be scared. Without a team of Pokémon that you've personally pumped on the Game Boy, you're going to have to hope for fate to smile on you.



GENGAR
L50 OK
HP:
143/143
EXEGGUTOR
L50 OK
HP:
193/193

RECOMMENDED RENTAL TEAM

While this rental team will give you a fighting chance, try using it as a template for training your own Pokémon—you'll have a much easier fight. Starmie and Lapras are your Water- and Ice-type threats, while Dragonite is a power hitter. Exeggutor weighs in with a heady combo of Grass- and Psychic-type powers, while Gengar and Electrode balance you out.

#121 STARMIE
LEV. 50/HP 143

WATER PSYCHIC

BUBBLEBEAM	WTR
THUNDER	ELC
MINIMIZE	NRM
TRI ATTACK	NRM

#131 LAPRAS
LEV. 50/HP 213

WATER ICE

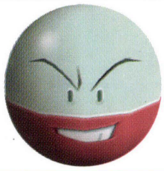
CONFUSE RAY	GHO
SING	NRM
ICE BEAM	ICE
BUBBLEBEAM	WTR

#149 DRAGONITE
LEV. 50/HP 174

DRAGON FLYING

SLAM	NRM
MIMIC	NRM
SURF	WTR
SUBSTITUTE	NRM

#101 ELECTRODE
LEV. 50/HP 143



ELECTRIC

THUNDER	ELC
TOXIC	PSN
SWIFT	NRM
SELF DESTRUCT	NRM

#103 EXEGGUTOR
LEV. 50/HP 178

GRASS PSYCHIC

LEECH SEED	GRS
HYPNOSIS	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM

#94 GENGAR
LEV. 50/HP 143

GHOST POISON

HYPNOSIS	PSY
DREAM EATER	PSY
THUNDERBOLT	ELC
CONFUSE RAY	GHO

BATTLE 1
LORELEI

Lorelei's Ice- and Psychic-types are too dangerous for Exeggutor and Dragonite, so lead with your Starmie or Electrode and hope to shock a Water-type. Lapras is just plain strong, and Gengar is useful in confusing or putting enemies to sleep. Just watch out for Psychic-types.

#40 WIGGLYTUFF
LEV. 50/HP 238

NORMAL

BLIZZARD	ICE
REST	PSY
TOXIC	PSN
DOUBLE-EDGE	NRM

#91 CLOYSTER
LEV. 50/HP 148

WATER ICE

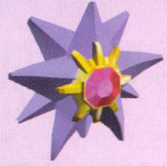
TOXIC	PSN
CLAMP	WTR
ICE BEAM	ICE
EXPLOSION	NRM

#103 EXEGGUTOR
LEV. 50/HP 193

GRASS PSYCHIC

PSYCHIC	PSY
MEGA DRAIN	GRS
EGG BOMB	NRM
LEECH SEED	GRS

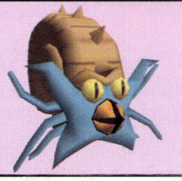
#121 STARMIE
LEV. 50/HP 158



WATER PSYCHIC

THUNDER WAVE	ELC
SURF	WTR
BLIZZARD	ICE
PSYCHIC	PSY

#139 OMASTAR
LEV. 50/HP 168



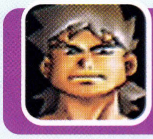
ROCK WATER

HYDRO PUMP	WTR
BLIZZARD	ICE
ICE BEAM	ICE
SEISMIC TOSS	FTG

#144 ARTICUNO
LEV. 50/HP 177

ICE FLYING

ICE BEAM	ICE
SKY ATTACK	FLY
TOXIC	PSN
DOUBLE-EDGE	NRM



BATTLE 2
BRUNO

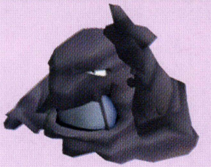
Gengar is a perfect choice as your lead—you can confuse whichever Pokémon Bruno leads with, and if you meet a Fighting- or Poison-type you can put it to sleep and use Dream Eater. Bring Exeggutor or Lapras to deal with the strong Rhydon and Dragonite as a powerful backup.

#36 CLEFABLE
LEV. 50/HP 193

NORMAL

THUNDERBOLT	ELC
PSYCHIC	PSY
ICE BEAM	ICE
BODY SLAM	NRM

#89 MUK
LEV. 50/HP 203



POISON

MINIMIZE	NRM
SLUDGE	PSN
EXPLOSION	NRM
THUNDERBOLT	ELC

#106 HITMONLEE
LEV. 50/HP 148

FIGHTING

HI JUMP KICK	FTG
MEGA KICK	NRM
SEISMIC TOSS	FTG
DOUBLE TEAM	NRM

#68 MACHAMP
LEV. 50/HP 188

FIGHTING

EARTHQUAKE	GRD
SUBMISSION	FTG
HYPER BEAM	NRM
SEISMIC TOSS	FTG

#80 SLOWBRO
LEV. 50/HP 193

WATER **PSYCHIC**

AMNESIA	PSY
PSYCHIC	PSY
SURF	WTR
THUNDER WAVE	ELC

#112 RHYDON
LEV. 50/HP 203

GROUND **ROCK**

ROCK SLIDE	RCK
SURF	WTR
BODY SLAM	NRM
EARTHQUAKE	GRD

BATTLE 3
AGATHA

This battle will be tough just because your best bet against Agatha's Poison-types, Gengar, is vulnerable to her Psychic-types. Lead with Electrode just in case you need to Self-Destruct a powerful opponent, then bring Gengar in and be careful. Dragonite will round you out nicely.

#124 JYNX
LEV. 50/HP 163

ICE **PSYCHIC**

LOVELY KISS	NRM
REFLECT	PSY
BLIZZARD	ICE
PSYCHIC	PSY

#65 ALAKAZAM
LEV. 50/HP 153

PSYCHIC

PSYCHIC	PSY
SEISMIC TOSS	FTG
RECOVER	NRM
THUNDER WAVE	ELC

#24 ARBOK
LEV. 50/HP 158

POISON

GLARE	NRM
WRAP	NRM
SCREECH	NRM
EARTHQUAKE	GRD

#130 GYARADOS
LEV. 50/HP 193

WATER **FLYING**

FIRE BLAST	FIR
SURF	WTR
HYPER BEAM	NRM
THUNDERBOLT	ELC

#3 VENUSAUR
LEV. 50/HP 178

GRASS **POISON**

DOUBLE-EDGE	NRM
SOLARBEAM	GRS
SLEEP POWDER	GRS
MEGA DRAIN	GRS

#94 GENGAR
LEV. 50/HP 158

GHOST **POISON**

CONFUSE RAY	GHO
BIDE	NRM
EXPLOSION	NRM
PSYCHIC	PSY

BATTLE 4
LANCE

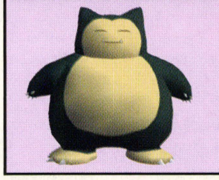
Lead with your Starmie or Lapras to take care of the Fire-types, but watch out for Electabuzz. You may need a Self-Destructing Electrode to deal with the resilient Snorlax and Lapras, but Dragonite can also do the job. Gengar is always smart to have around as your backup.

#59 ARCANINE
LEV. 50/HP 188

FIRE

DRAGON RAGE	DRG
FLAMETHROWER	FIR
HYPER BEAM	NRM
DIG	GRD

#143 SNORLAX
LEV. 50/HP 258



NORMAL

SELFDESTRUCT	NRM
DOUBLE-EDGE	NRM
EARTHQUAKE	GRD
AMNESIA	PSY

#131 LAPRAS
LEV. 50/HP 228

WATER **ICE**

CONFUSE RAY	GHO
ICE BEAM	ICE
BODY SLAM	NRM
PSYCHIC	PSY

#125 ELECTABUZZ
LEV. 50/HP 163

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
PSYCHIC	PSY
SEISMIC TOSS	FTG

#6 CHARIZARD
LEV. 50/HP 176

FIRE **FLYING**

SLASH	NRM
FIRE BLAST	FIR
SEISMIC TOSS	FTG
EARTHQUAKE	GRD

#115 KANGASKHAN
LEV. 50/HP 203

NORMAL

BODY SLAM	NRM
EARTHQUAKE	GRD
ROCK SLIDE	RCK
SURF	WTR

ROUND 2

RIVAL

Rival's back, and the same rules apply for his Round 2 team. You'll meet up with one of seven different teams depending on which version (if any) you've plugged into the Transfer Pak and how you've played up your game in that version. Of course, since it's Round 2, he's going to be a much smarter and more tenacious tactician.

DRAGONITE
L50 OK
HP: 12/217
SLOWBRO
L50 OK
HP: 230/230

STARMIE
L50 OK
HP: 179/179
PINSIR
L50 OK
HP: 163/194

Critical hit!

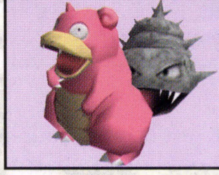
TYPE A

#103 EXEGGUTOR LEV.50/HP 193

GRASS PSYCHIC

PSYCHIC	PSY
TOXIC	PSN
LEECH SEED	GRS
MEGA DRAIN	GRS

#80 SLOWBRO LEV.50/HP 193



WATER PSYCHIC

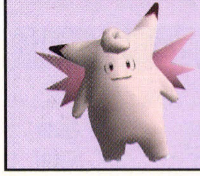
AMNESIA	PSY
EARTHQUAKE	GRD
PSYCHIC	PSY
BLIZZARD	ICE

#80 NINETALES LEV.50/HP 171

FIRE

CONFUSE RAY	GHO
FLAMETHROWER	FIR
DIG	GRD
TOXIC	PSN

#36 CLEFABLE LEV.50/HP 193



NORMAL

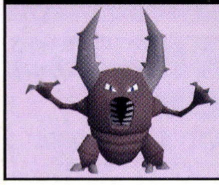
THUNDERBOLT	ELC
PSYCHIC	PSY
BLIZZARD	ICE
THUNDER WAVE	ELC

#125 ELECTABUZZ LEV.50/HP 163

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
PSYCHIC	PSY

#127 PINSIR LEV.50/HP 163



BUG

SLASH	NRM
SEISMIC TOSS	FTG
TOXIC	PSN
BIND	NRM

TYPE B

#6 CHARIZARD LEV.50/HP 176

FIRE FLYING

SLASH	NRM
FLAMETHROWER	FIR
FIRE SPIN	FIR
TOXIC	PSN

#65 ALAKAZAM LEV.50/HP 153

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#103 EXEGGUTOR LEV.50/HP 193

GRASS PSYCHIC

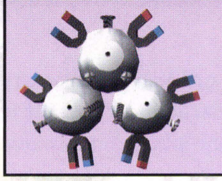
LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYCHIC	PSY

#130 GYARADOS LEV.50/HP 193

WATER FLYING

HYDRO PUMP	WTR
BODY SLAM	NRM
ICE BEAM	ICE
THUNDER	ELC

#82 MAGNETON LEV.50/HP 148



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
SWIFT	NRM

#85 DODRIO LEV.50/HP 158

NORMAL FLYING

DRILL PECK	FLY
BODY SLAM	NRM
TOXIC	PSN
FLY	FLY

TYPE C

#3 VENUSAUR LEV.50/HP 178

GRASS POISON

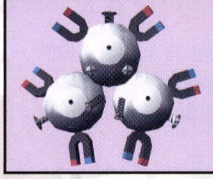
RAZOR LEAF	GRS
TOXIC	PSN
LEECH SEED	GRS
MEGA DRAIN	GRS

#65 ALAKAZAM LEV.50/HP 153

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#82 MAGNETON LEV.50/HP 148



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
SWIFT	NRM

#59 ARCANINE LEV.50/HP 188

FIRE

FLAMETHROWER	FIR
HYPER BEAM	NRM
DIG	GRD
BODY SLAM	NRM

#130 GYARADOS LEV.50/HP 193

WATER FLYING

HYDRO PUMP	WTR
BODY SLAM	NRM
ICE BEAM	ICE
THUNDER	ELC

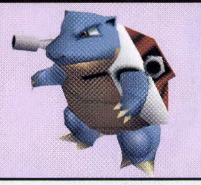
#85 DODRIO LEV.50/HP 158

NORMAL FLYING

DRILL PECK	FLY
BODY SLAM	NRM
TOXIC	PSN
FLY	FLY

TYPE D

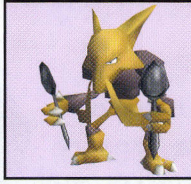
#9 BLASTOISE LEV.50/HP 177



WATER

SURF	WTR
EARTHQUAKE	GRD
BODY SLAM	NRM
ICE BEAM	ICE

#65 ALAKAZAM LEV.50/HP 153



PSYCHIC

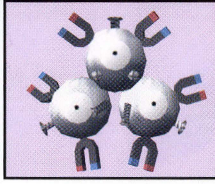
PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#103 EXEGGUTOR LEV.50/HP 193

GRASS PSYCHIC

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYCHIC	PSY

#82 MAGNETON LEV.50/HP 148



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
SWIFT	NRM

#59 ARCANINE LEV.50/HP 188

FIRE

FLAMETHROWER	FIR
HYPER BEAM	NRM
DIG	GRD
BODY SLAM	NRM

#28 SANDSLASH LEV.50/HP 173

GROUND

EARTHQUAKE	GRD
SLASH	NRM
SWIFT	NRM
ROCK SLIDE	RCK

TYPE E

#134 VAPOREON LEV.50/HP 228

WATER

DOUBLE-EDGE	NRM
SURF	WTR
BLIZZARD	ICE
HAZE	ICE

#65 ALAKAZAM LEV.50/HP 153

PSYCHIC

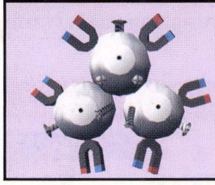
PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#103 EXEGGUTOR LEV.50/HP 193

GRASS PSYCHIC

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYCHIC	PSY

#82 MAGNETON LEV.50/HP 148



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
SWIFT	NRM

#59 ARCANINE LEV.50/HP 188

FIRE

FLAMETHROWER	FIR
HYPER BEAM	NRM
DIG	GRD
BODY SLAM	NRM

#28 SANDSLASH LEV.50/HP 173

GROUND

EARTHQUAKE	GRD
SLASH	NRM
SWIFT	NRM
ROCK SLIDE	RCK

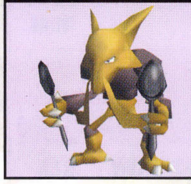
TYPE F

#135 JOLTEON LEV.50/HP 163

ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
DOUBLE KICK	FTG
DOUBLE-EDGE	NRM

#65 ALAKAZAM LEV.50/HP 153



PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#103 EXEGGUTOR LEV.50/HP 193

GRASS PSYCHIC

LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYCHIC	PSY

#59 ARCANINE LEV.50/HP 188

FIRE

FLAMETHROWER	FIR
HYPER BEAM	NRM
DIG	GRD
BODY SLAM	NRM

#91 CLOYSTER LEV.50/HP 148

WATER ICE

EXPLOSION	NRM
BLIZZARD	ICE
SURF	WTR
DOUBLE-EDGE	NRM

#28 SANDSLASH LEV.50/HP 173

GROUND

EARTHQUAKE	GRD
SLASH	NRM
SWIFT	NRM
ROCK SLIDE	RCK

TYPE G

#136 FLAREON LEV.50/HP 163

FIRE

FIRE BLAST	FIR
DOUBLE-EDGE	NRM
FIRE SPIN	FIR
TOXIC	PSN

#65 ALAKAZAM LEV.50/HP 153

PSYCHIC

PSYCHIC	PSY
RECOVER	NRM
REFLECT	PSY
THUNDER WAVE	ELC

#103 EXEGGUTOR LEV.50/HP 162

GRASS PSYCHIC

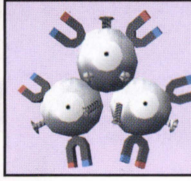
LEECH SEED	GRS
TOXIC	PSN
MEGA DRAIN	GRS
PSYCHIC	PSY

#91 CLOYSTER LEV.50/HP 148

WATER ICE

EXPLOSION	NRM
BLIZZARD	ICE
SURF	WTR
DOUBLE-EDGE	NRM

#82 MAGNETON LEV.50/HP 148



ELECTRIC

THUNDERBOLT	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
SWIFT	NRM

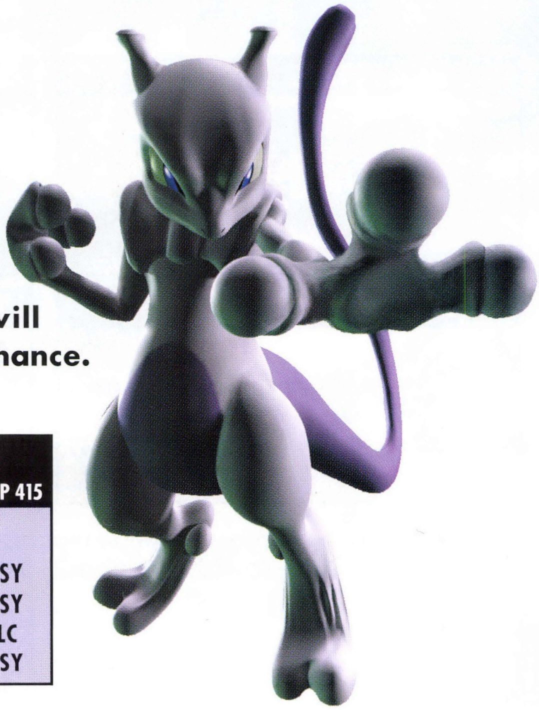
#28 SANDSLASH LEV.50/HP 173

GROUND

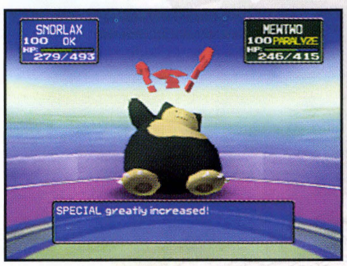
EARTHQUAKE	GRD
SLASH	NRM
SWIFT	NRM
ROCK SLIDE	RCK

ROUND 2

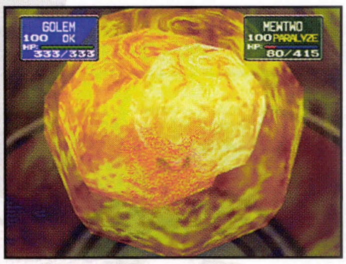
MEWTWO



Let's just say Mewtwo wasn't exactly pleased to lose in the first round, and even though it's six against one, you're still going to be in for the fight of your life. We've put together a rental team that will give you a chance, but it will be touch and go. Bring in your own Pokémon for a better chance.



SPECIAL greatly increased!



MEWTWO

LEV. 100/HP 415

PSYCHIC

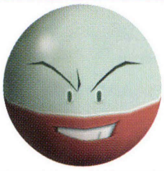
PSYCHIC	PSY
REST	PSY
THUNDERBOLT	ELC
AMNESIA	PSY

RECOMMENDED RENTAL TEAM

Lead with Electrode and paralyze Mewtwo with Thunder Wave—it may be your only chance. Snorlax can take a lot of abuse and can recover with Rest, so try to use Bide for a turn then attack. Otherwise, just fight to the last Pokémon or start training your own team to overpower Mewtwo at last.

#101 ELECTRODE

LEV. 100/HP 276



ELECTRIC

THUNDER	ELC
THUNDER WAVE	ELC
SWIFT	NRM
FLASH	NRM

#143 SNORLAX

LEV. 100/HP 470

NORMAL

TAKE DOWN	NRM
METRONOME	NRM
REST	PSY
BIDE	NRM

#145 ZAPDOS

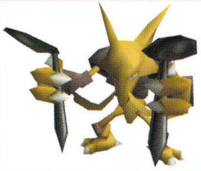
LEV. 100/HP 318

ELECTRIC FLYING

THUNDER	ELC
SKY ATTACK	FLY
BIDE	NRM
FLASH	NRM

#65 ALAKAZAM

LEV. 100/HP 260



PSYCHIC

PSYBEAM	PSY
KINESIS	PSY
REFLECT	PSY
HYPER BEAM	PSY

#76 GOLEM

LEV. 100/HP 310

GROUND ROCK

ROCK THROW	RCK
DIG	GRD
DEFENSE CURL	NRM
FIRE BLAST	FIR

#94 GENGER

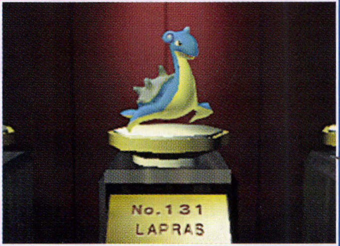
LEV. 100/HP 270

GHOST POISON

THUNDER	ELC
THUNDER WAVE	ELC
SUPERSONIC	NRM
FLASH	NRM

THE ULTIMATE VICTORY

If you beat Mewtwo in Round 2 you'll unlock a special print feature that you can read about on page 208. All of the Trainers, Gym Leaders and Cup challengers have fallen to your teams, but that doesn't mean there aren't any challenges out there. Any Pokémon you've taken to the top will have a place in the Hall of Fame—something special awaits you if you can get all 151 into their own spots of honor.



Doesn't Lapras look regal up there on the podium? Every Pokémon deserves a day in the sun, so you'd better get to battling!

POKéDEX

And now we present everything you always wanted to know about Pokémon but were afraid to ask. This fully loaded Pokédex comes complete with all the vital statistics of the 151 Pokémon, from the areas you can find them in the Game Boy games to the most useful TMs and HMs they can learn. Use it wisely to train unbeatable teams.

YELLOW

POKéMON CHART

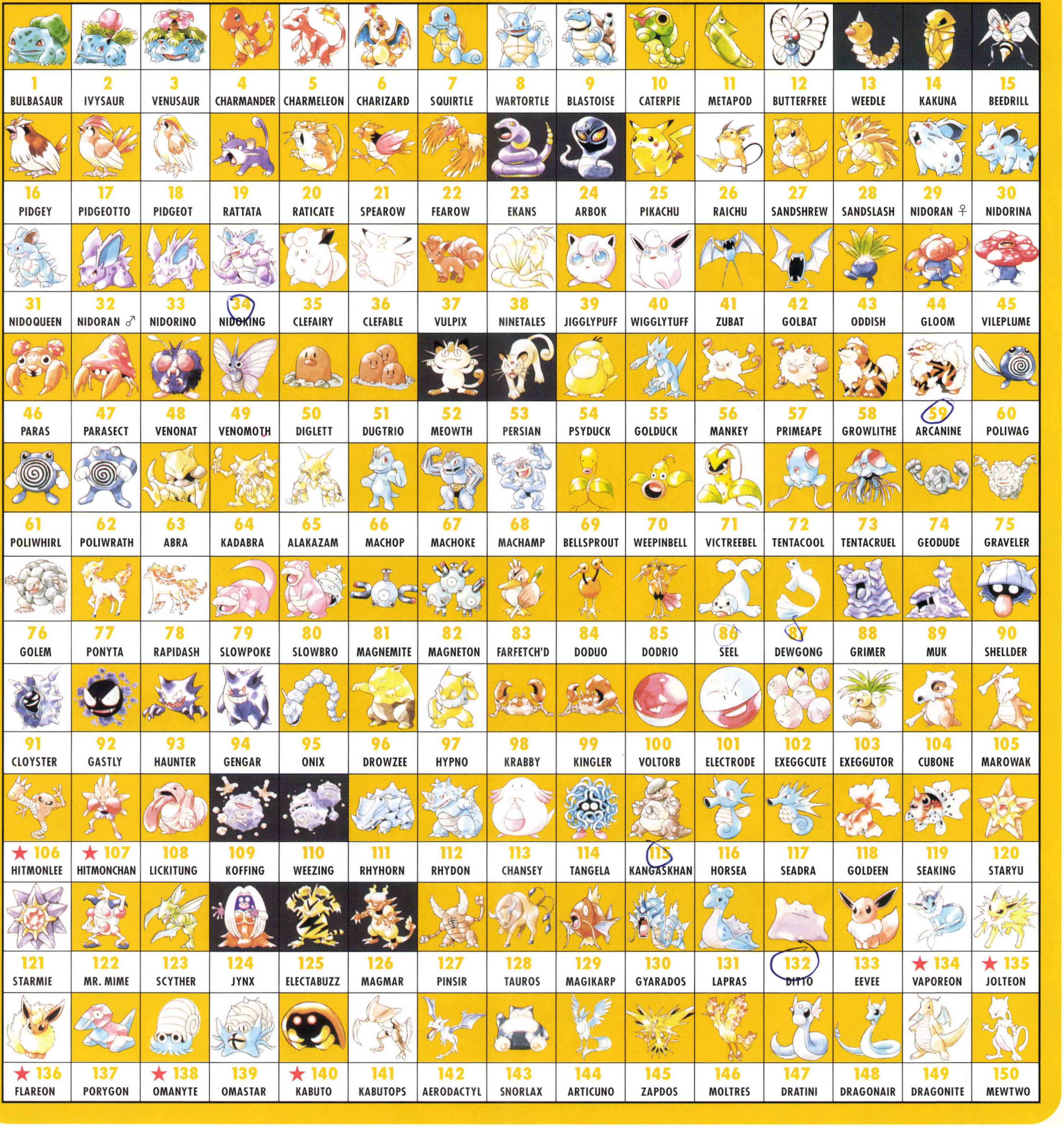
COLOR KEY

🟨 Yellow background: Capture these Pokémon in the wild or receive them by triggering an event in the game.

⬜ The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.

⬛ Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.

★ Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.



1 BULBASAUR	2 IVYSAUR	3 VENUSAUR	4 CHARMANDER	5 CHARMELEON	6 CHARIZARD	7 SQUIRTLE	8 WARTORTLE	9 BLASTOISE	10 CATERPIE	11 METAPOD	12 BUTTERFREE	13 WEEDLE	14 KAKUNA	15 BEEDRILL
16 PIDGEY	17 PIDGEOTTO	18 PIDGEOT	19 RATTATA	20 RATICATE	21 SPEAROW	22 FEAROW	23 EKANS	24 ARBOK	25 PIKACHU	26 RAICHU	27 SANDSHREW	28 SANDSLASH	29 NIDORAN ♀	30 NIDORINA
31 NIDOQUEEN	32 NIDORAN ♂	33 NIDORINO	34 NIDOKING	35 CLEFAIRY	36 CLEFABLE	37 VULPIX	38 NINETALES	39 JIGGLYPUFF	40 WIGGLYTUFF	41 ZUBAT	42 GOLBAT	43 ODDISH	44 GLOOM	45 VILEPLUME
46 PARAS	47 PARASECT	48 VENONAT	49 VENOMOTH	50 DIGLETT	51 DUGTRIO	52 MEOWTH	53 PERSIAN	54 PSYDUCK	55 GOLDUCK	56 MANKEY	57 PRIMEAPE	58 GROWLITHE	59 ARCANINE	60 POLIWAG
61 POLIWHIRL	62 POLIWRATH	63 ABRA	64 KADABRA	65 ALAKAZAM	66 MACHOP	67 MACHOKE	68 MACHAMP	69 BELLSPROUT	70 WEEPINBELL	71 VICTREEBEL	72 TENTACOOL	73 TENTACRUEL	74 GEODUDE	75 GRAVELER
76 GOLEM	77 PONYTA	78 RAPIDASH	79 SLOWPOKE	80 SLOWBRO	81 MAGNEMITE	82 MAGNETON	83 FARFETCH'D	84 DODUO	85 DODRIO	86 SEEL	87 DEWGONG	88 GRIMER	89 MUK	90 SHELLDER
91 CLOYSTER	92 GASTLY	93 HAUNTER	94 GENGAR	95 ONIX	96 DROWZEE	97 HYPNO	98 KRABBY	99 KINGLER	100 VOLTORB	101 ELECTRODE	102 EXEGGCUTE	103 EXEGGUTOR	104 CUBONE	105 MAROWAK
★ 106 HITMONLEE	★ 107 HITMONCHAN	108 LICKITUNG	109 KOFFING	110 WEEZING	111 RHYHORN	112 RHYDON	113 CHANSEY	114 TANGELA	115 KANGASKHAN	116 HORSEA	117 SEADRA	118 GOLDEEN	119 SEAKING	120 STARYU
121 STARMIE	122 MR. MIME	123 SCYTHER	124 JYNX	125 ELECTABUZZ	126 MAGMAR	127 PINSIR	128 TAUROS	129 MAGIKARP	130 GYARADOS	131 LAPRAS	132 DITTO	133 EEVEE	★ 134 VAPOREON	★ 135 JOLTEON
★ 136 FLAREON	137 PORYGON	★ 138 OMANYTE	139 OMASTAR	★ 140 KABUTO	141 KABUTOPS	142 AERODACTYL	143 SNORLAX	144 ARTICUNO	145 ZAPDOS	146 MOLTRES	147 DRATINI	148 DRAGONAIR	149 DRAGONITE	150 MEWTWO

RED

POKéMON CHART

COLOR KEY

🟥 Red background: Capture these Pokémon in the wild or receive them by triggering an event in the game.

⬜ The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.

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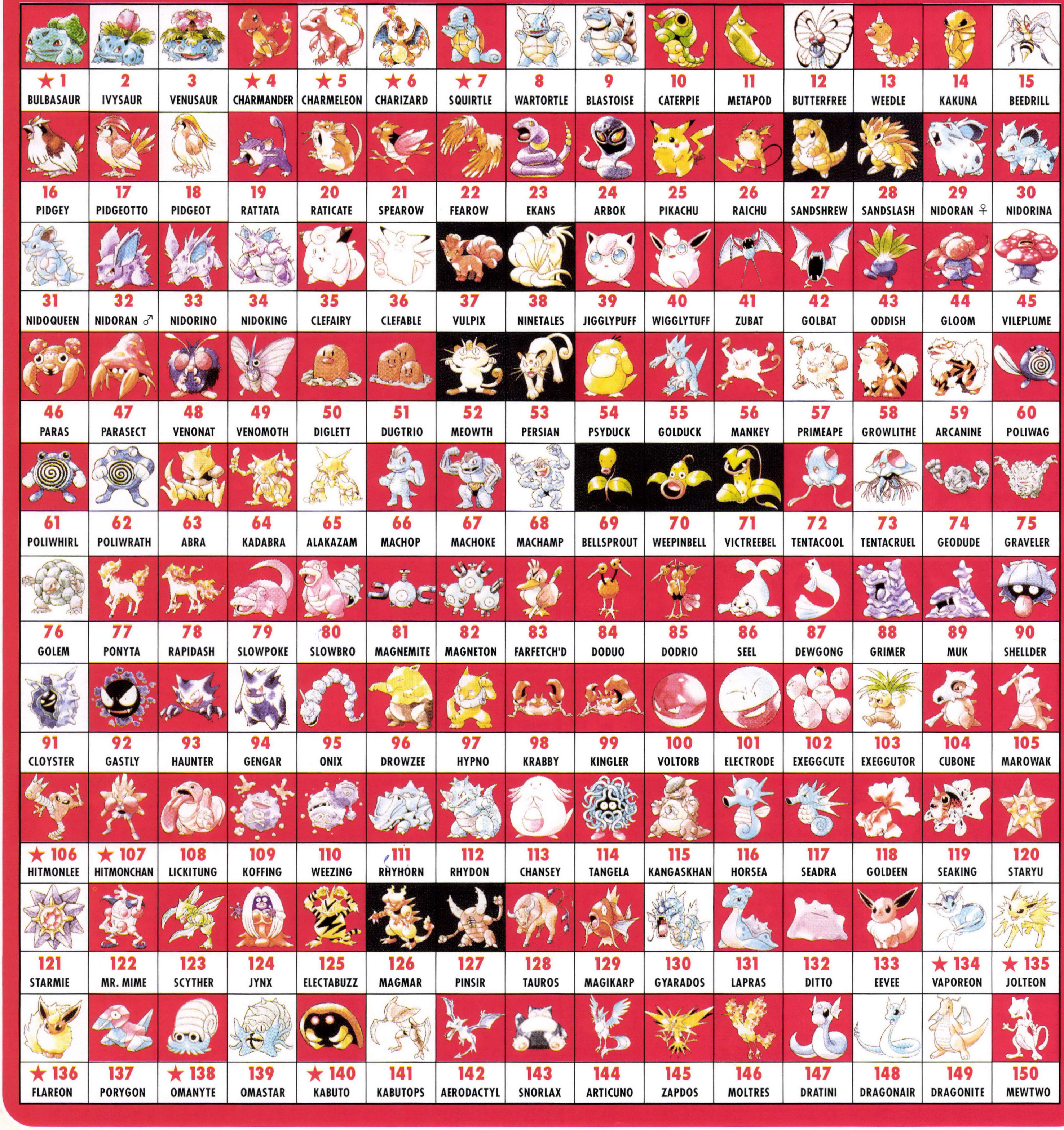


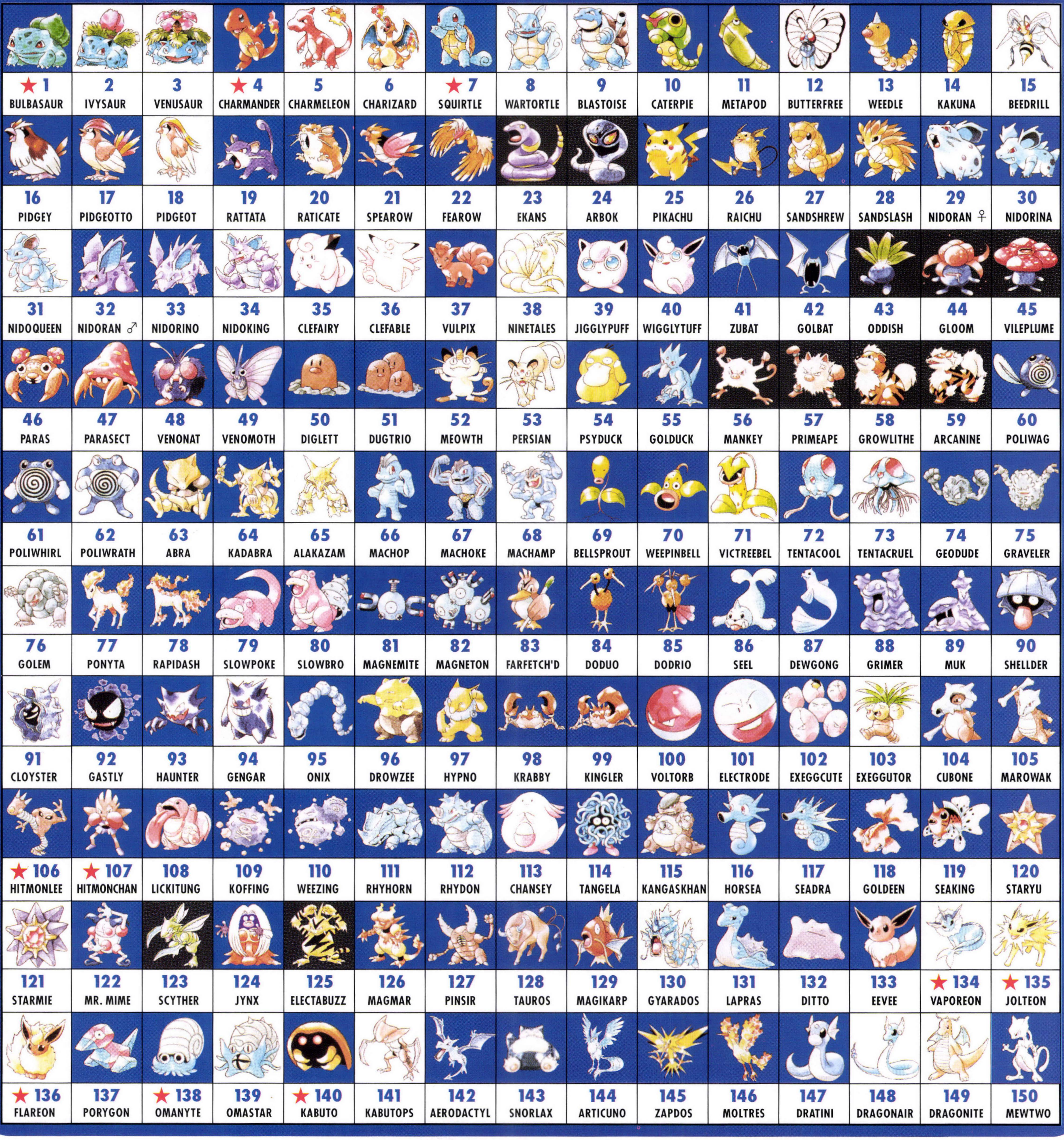
🟥 ★ 1 BULBASAUR	⬜ 2 IVYSAUR	⬜ 3 VENUSAUR	🟥 ★ 4 CHARMANDER	⬜ ★ 5 CHARMELEON	⬜ ★ 6 CHARIZARD	🟥 ★ 7 SQUIRTLE	⬜ 8 WARTORTLE	⬜ 9 BLASTOISE	🟥 10 CATERPIE	🟥 11 METAPOD	⬜ 12 BUTTERFREE	🟥 13 WEEDLE	🟥 14 KAKUNA	⬜ 15 BEEDRILL
🟥 16 PIDGEY	🟥 17 PIDGEOTTO	⬜ 18 PIDGEOT	🟥 19 RATTATA	🟥 20 RATICATE	🟥 21 SPEAROW	🟥 22 FEAROW	🟥 23 EKANS	🟥 24 ARBOK	🟥 25 PIKACHU	🟥 26 RAICHU	⬛ 27 SANDSHREW	⬛ 28 SANDSLASH	🟥 29 NIDORAN ♀	🟥 30 NIDORINA
⬜ 31 NIDOQUEEN	🟥 32 NIDORAN ♂	🟥 33 NIDORINO	⬜ 34 NIDOKING	🟥 35 CLEFAIRY	⬜ 36 CLEFABLE	⬛ 37 VULPIX	⬛ 38 NINETALES	🟥 39 JIGGLYPUFF	🟥 40 WIGGLYTUFF	🟥 41 ZUBAT	🟥 42 GOLBAT	🟥 43 ODDISH	🟥 44 GLOOM	⬜ 45 VILEPLUME
🟥 46 PARAS	🟥 47 PARASECT	🟥 48 VENONAT	🟥 49 VENOMOTH	🟥 50 DIGLETT	🟥 51 DUGTRIO	⬛ 52 MEOWTH	⬛ 53 PERSIAN	🟥 54 PSYDUCK	🟥 55 GOLDUCK	🟥 56 MANKEY	⬜ 57 PRIMEAPE	🟥 58 GROWLITHE	⬜ 59 ARCANINE	🟥 60 POLIWAG
🟥 61 POLIWHIRL	⬜ 62 POLIWRATH	🟥 63 ABRA	🟥 64 KADABRA	⬜ 65 ALAKAZAM	🟥 66 MACHOP	🟥 67 MACHOKE	⬜ 68 MACHAMP	⬛ 69 BELLSPROUT	⬛ 70 WEEPINBELL	⬛ 71 VICTREEBEL	🟥 72 TENTACOOL	⬜ 73 TENTACRUEL	🟥 74 GEODUDE	🟥 75 GRAVELER
⬜ 76 GOLEM	🟥 77 PONYTA	🟥 78 RAPIDASH	🟥 79 SLOWPOKE	🟥 80 SLOWBRO	🟥 81 MAGNEMITE	🟥 82 MAGNETON	🟥 83 FARFETCH'D	🟥 84 DODUO	🟥 85 DODRIO	🟥 86 SEEL	🟥 87 DEWGONG	🟥 88 GRIMER	🟥 89 MUK	🟥 90 SHELLDER
⬜ 91 CLOYSTER	🟥 92 GASTLY	🟥 93 HAUNTER	⬜ 94 GENGAR	🟥 95 ONIX	🟥 96 DROWZEE	🟥 97 HYPNO	🟥 98 KRABBY	🟥 99 KINGLER	🟥 100 VOLTORB	🟥 101 ELECTRODE	🟥 102 EXEGGCUTE	⬜ 103 EXEGGUTOR	🟥 104 CUBONE	🟥 105 MAROWAK
🟥 ★ 106 HITMONLEE	🟥 ★ 107 HITMONCHAN	🟥 108 LICKITUNG	🟥 109 KOFFING	🟥 110 WEEZING	🟥 111 RHYHORN	🟥 112 RHYDON	🟥 113 CHANSEY	🟥 114 TANGELA	🟥 115 KANGASKHAN	🟥 116 HORSEA	🟥 117 SEADRA	🟥 118 GOLDEEN	🟥 119 SEAKING	🟥 120 STARYU
⬜ 121 STARMIE	🟥 122 MR. MIME	🟥 123 SCYTHER	🟥 124 JYNX	🟥 125 ELECTABUZZ	⬛ 126 MAGMAR	⬛ 127 PINSIR	🟥 128 TAUROS	🟥 129 MAGIKARP	⬜ 130 GYARADOS	🟥 131 LAPRAS	🟥 132 DITTO	🟥 133 EEVEE	⬜ ★ 134 VAPOREON	⬜ ★ 135 JOLTEON
⬜ ★ 136 FLAREON	🟥 137 PORYGON	🟥 ★ 138 OMANYTE	⬜ 139 OMASTAR	🟥 ★ 140 KABUTO	⬜ 141 KABUTOPS	🟥 142 AERODACTYL	🟥 143 SNORLAX	🟥 144 ARTICUNO	🟥 145 ZAPDOS	🟥 146 MOLTRES	🟥 147 DRATINI	⬜ 148 DRAGONAIR	⬜ 149 DRAGONITE	🟥 150 MEWTWO

BLUE

POKéMON CHART

COLOR KEY

🟦	Blue background: Capture these Pokémon in the wild or receive them by triggering an event in the game.
⬜	The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.
⬛	Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.
★	Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.



★ 1 BULBASAUR	2 IVYSAUR	3 VENUSAUR	★ 4 CHARMANDER	5 CHARMELEON	6 CHARIZARD	★ 7 SQUIRTLE	8 WARTORTLE	9 BLASTOISE	10 CATERPIE	11 METAPOD	12 BUTTERFREE	13 WEEDLE	14 KAKUNA	15 BEEDRILL
16 PIDGEY	17 PIDGEOTTO	18 PIDGEOT	19 RATTATA	20 RATICATE	21 SPEAROW	22 FEAROW	23 EKANS	24 ARBOK	25 PIKACHU	26 RAICHU	27 SANDSHREW	28 SANDSLASH	29 NIDORAN ♀	30 NIDORINA
31 NIDOQUEEN	32 NIDORAN ♂	33 NIDORINO	34 NIDOKING	35 CLEFAIRY	36 CLEFABLE	37 VULPIX	38 NINETALES	39 JIGGLYPUFF	40 WIGGLYTUFF	41 ZUBAT	42 GOLBAT	43 ODDISH	44 GLOOM	45 VILEPLUME
46 PARAS	47 PARASECT	48 VENONAT	49 VENOMOTH	50 DIGLETT	51 DUGTRIO	52 MEOWTH	53 PERSIAN	54 PSYDUCK	55 GOLDUCK	56 MANKEY	57 PRIMEAPE	58 GROWLITHE	59 ARCANINE	60 POLIWAG
61 POLIWHIRL	62 POLIWRATH	63 ABRA	64 KADABRA	65 ALAKAZAM	66 MACHOP	67 MACHOKE	68 MACHAMP	69 BELLSPROUT	70 WEEPINBELL	71 VICTREEBEL	72 TENTACOOL	73 TENTACRUEL	74 GEODUDE	75 GRAVELER
76 GOLEM	77 PONYTA	78 RAPIDASH	79 SLOWPOKE	80 SLOWBRO	81 MAGNEMITE	82 MAGNETON	83 FARFETCH'D	84 DODUO	85 DODRIO	86 SEEL	87 DEWGONG	88 GRIMER	89 MUK	90 SHELLDER
91 CLOYSTER	92 GASTLY	93 HAUNTER	94 GENGAR	95 ONIX	96 DROWZEE	97 HYPNO	98 KRABBY	99 KINGLER	100 VOLTORB	101 ELECTRODE	102 EXEGGCUTE	103 EXEGGUTOR	104 CUBONE	105 MAROWAK
★ 106 HITMONLEE	★ 107 HITMONCHAN	108 LICKITUNG	109 KOFFING	110 WEEZING	111 RHYHORN	112 RHYDON	113 CHANSEY	114 TANGELA	115 KANGASKHAN	116 HORSEA	117 SEADRA	118 GOLDEEN	119 SEAKING	120 STARYU
121 STARMIE	122 MR. MIME	123 SCYTHER	124 JYNX	125 ELECTABUZZ	126 MAGMAR	127 PINSIR	128 TAUROS	129 MAGIKARP	130 GYARADOS	131 LAPRAS	132 DITTO	133 EEVEE	★ 134 VAPOREON	★ 135 JOLTEON
★ 136 FLAREON	137 PORYGON	★ 138 OMANYTE	139 OMASTAR	★ 140 KABUTO	141 KABUTOPS	142 AERODACTYL	143 SNORLAX	144 ARTICUNO	145 ZAPDOS	146 MOLTRES	147 DRATINI	148 DRAGONAIR	149 DRAGONITE	150 MEWTWO

DATA CHART KEY

Cup Icon

If the Pokémon's physical attributes allow it to qualify for either the Pika or Petit Cup, the icon for that Cup will appear here.

PETIT CUP PIKA CUP

Area

The small map shows a bird's-eye view of the Game Boy Pokémon world. If the Pokémon can be found in the wild, you can use the color-coded key to determine where and in what version you can capture it.

🟩 **RED OR BLUE**

🟨 **YELLOW**

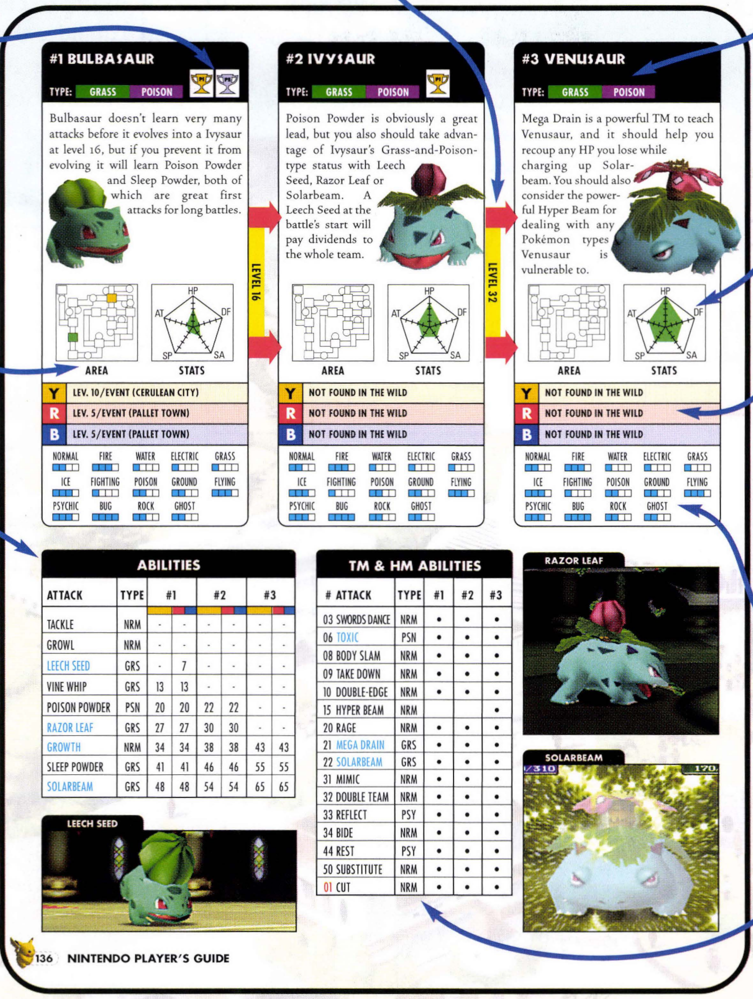
⬛ **EVERY VERSION**

Abilities

The Abilities Chart shows which attacks the Pokémon will learn as it gains levels in Red, Blue and Yellow Game Boy games. A dash means the Pokémon starts with that ability. If you see an asterisk, read the note below the chart.

Types

NRM — **NORMAL**
FIR — **FIRE**
WTR — **WATER**
ELC — **ELECTRIC**
GRS — **GRASS**
ICE — **ICE**
FTG — **FIGHTING**
PSN — **POISON**
GRD — **GROUND**
FLY — **FLYING**
PSY — **PSYCHIC**
BUG — **BUG**
RCK — **ROCK**
GHO — **GHOST**
DRG — **DRAGON**



#1 BULBASAUR

TYPE: GRASS POISON

Bulbasaur doesn't learn very many attacks before it evolves into a Ivysaur at level 16, but if you prevent it from evolving it will learn Poison Powder and Sleep Powder, both of which are great first attacks for long battles.

AREA STATS

Y	LEV. 10/EVENT (CERULEAN CITY)
R	LEV. 5/EVENT (PALLET TOWN)
B	LEV. 5/EVENT (PALLET TOWN)

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

LEVEL 16

#2 IVYSAUR

TYPE: GRASS POISON

Poison Powder is obviously a great lead, but you also should take advantage of Ivysaur's Grass-and-Poison-type status with Leech Seed, Razor Leaf or Solarbeam. A Leech Seed at the battle's start will pay dividends to the whole team.

AREA STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

LEVEL 32

#3 VENUSAUR

TYPE: GRASS POISON

Mega Drain is a powerful TM to teach Venusaur, and it should help you recoup any HP you lose while charging up Solarbeam. You should also consider the powerful Hyper Beam for dealing with any Pokémon types Venusaur is vulnerable to.

AREA STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

ABILITIES

ATTACK	TYPE	#1		#2		#3	
TACKLE	NRM	-	-	-	-	-	-
GROWL	NRM	-	-	-	-	-	-
LEECH SEED	GRS	-	7	-	-	-	-
VINE WHIP	GRS	13	13	-	-	-	-
POISON POWDER	PSN	20	20	22	22	-	-
RAZOR LEAF	GRS	27	27	30	30	-	-
GROWTH	NRM	34	34	38	38	43	43
SLEEP POWDER	GRS	41	41	46	46	55	55
SOLARBEAM	GRS	48	48	54	54	65	65

LEECH SEED

TM & HM ABILITIES

# ATTACK	TYPE	#1	#2	#3
03 SWORDS DANCE	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
20 RAGE	NRM	•	•	•
21 MEGA DRAIN	GRS	•	•	•
22 SOLARBEAM	GRS	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
01 CUT	NRM	•	•	•

RAZOR LEAF

SOLARBEAM

136 NINTENDO PLAYER'S GUIDE

Evolution Arrow

This shows what level a Pokémon evolves at or what item or event causes the Pokémon's evolution.

Pokémon Type

The Pokémon's type is listed here, handily color-coded so you can tell their strengths and weaknesses at a glance. Remember, some Pokémon will have two different types.

Stats

Every Pokémon's stats are balanced in five different categories: HP (Hit Points), DF (Defense), SA (Special Attacks), SP (Speed) and AT (Attack). This chart shows the breakdown of each Pokémon's skills.

Lowest Level

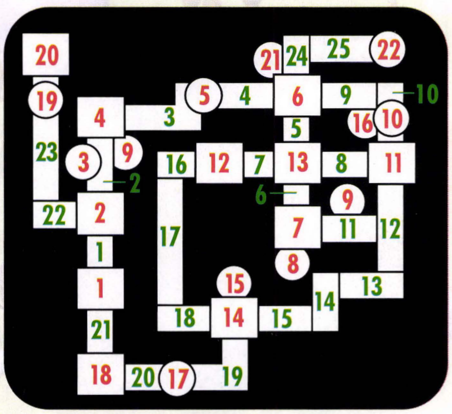
If the Pokémon exists in the wild, these lines show the location and lowest possible level at which it can be found. This can be important information, as some Pokémon can barely make it into the Pika and Petit Cups. Also, Pokémon raised from a very low level and never traded will often be more powerful.

Attack Chart

These meters show how vulnerable your Pokémon is to various types of attacks. The more squares that are filled in, the greater the chance your Pokémon will be on the losing end of the battle against that type.

TM & HM Abilities

The Pokémon can learn every attack listed here, but it will be up to you to find the TMs and HMs that can teach them. Like on the Abilities Chart, the attacks in blue are especially effective for that Pokémon. If you see a yellow dot, it means that only Pokémon caught in the Yellow version of the game will be able to learn that HM or TM.



MAP KEY

This magnified map will make it easier to read the Area listings to find where the Pokémon appear in the Game Boy Pokémon games.

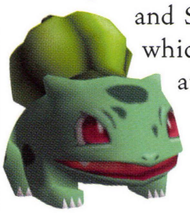
1	PALLET TOWN
2	VIRIDIAN CITY
3	VIRIDIAN FOREST
4	PEWTER CITY
5	MT. MOON
6	CERULEAN CITY
7	VERMILION CITY
8	S.S. ANNE
9	DIGLETT'S CAVE
10	ROCK TUNNEL
11	LAVENDER TOWN
12	CELADON CITY
13	SAFFRON CITY
14	FUCHSIA CITY
15	SAFARI ZONE
16	POWER PLANT
17	SEAFOAM ISLAND
18	CINNABAR ISLAND
19	VICTORY ROAD
20	INDIGO PLATEAU
21	UNKNOWN DUNGEON
22	SEA COTTAGE

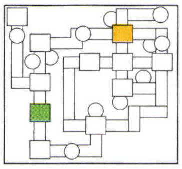
#1 BULBASAUR

PI PE

TYPE: GRASS POISON

Bulbasaur doesn't learn very many attacks before it evolves into a Ivysaur at level 16, but if you prevent it from evolving it will learn Poison Powder and Sleep Powder, both of which are great first attacks for long battles.





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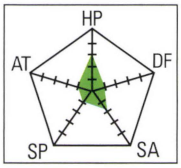


STATS

Y	LEV. 10/EVENT (CERULEAN CITY)
R	LEV. 5/EVENT (PALLET TOWN)
B	LEV. 5/EVENT (PALLET TOWN)

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

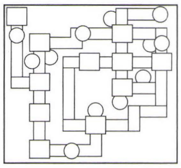
LEVEL 16

#2 IVYSAUR

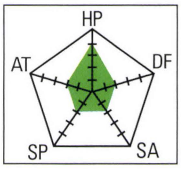
PI

TYPE: GRASS POISON

Poison Powder is obviously a great lead, but you also should take advantage of Ivysaur's Grass-and-Poison-type status with Leech Seed, Razor Leaf or Solarbeam. A Leech Seed at the battle's start will pay dividends to the whole team.



AREA



STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

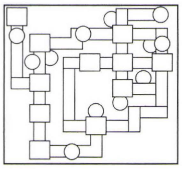
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

LEVEL 32

#3 VENUSAUR

TYPE: GRASS POISON

Mega Drain is a powerful TM to teach Venusaur, and it should help you recoup any HP you lose while charging up Solarbeam. You should also consider the powerful Hyper Beam for dealing with any Pokémon types Venusaur is vulnerable to.



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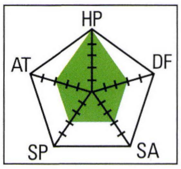


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

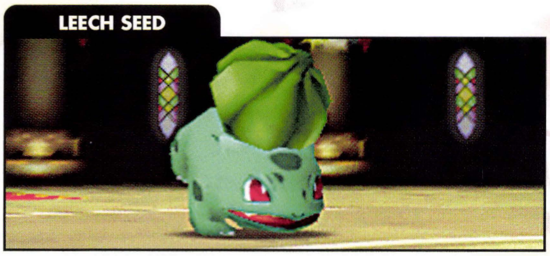
ABILITIES

ATTACK	TYPE	#1		#2		#3	
TACKLE	NRM	-	-	-	-	-	-
GROWL	NRM	-	-	-	-	-	-
LEECH SEED	GRS	-	7	-	-	-	-
VINE WHIP	GRS	13	13	-	-	-	-
POISON POWDER	PSN	20	20	22	22	-	-
RAZOR LEAF	GRS	27	27	30	30	-	-
GROWTH	NRM	34	34	38	38	43	43
SLEEP POWDER	GRS	41	41	46	46	55	55
SOLARBEAM	GRS	48	48	54	54	65	65

TM & HM ABILITIES

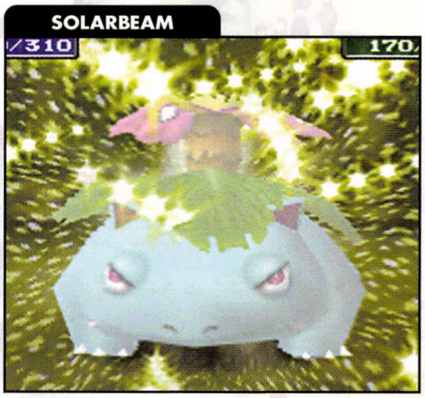
# ATTACK	TYPE	#1	#2	#3
03 SWORDS DANCE	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
20 RAGE	NRM	•	•	•
21 MEGA DRAIN	GRS	•	•	•
22 SOLARBEAM	GRS	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
01 CUT	NRM	•	•	•

LEECH SEED



RAZOR LEAF

SOLARBEAM

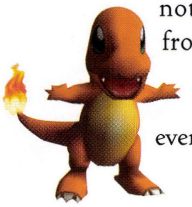


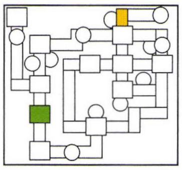
#4 CHARMANDER

PI PE

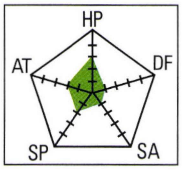
TYPE: FIRE

If you want to keep Charmander in contention for the Pika and Poké Cups, you aren't going to be able to learn Flamethrower or Fire Spin. There's nothing stopping you from teaching it the TMs Fire Blast or Dragon Rage, however.





AREA



STATS

Y	LEV. 10/EVENT (ROUTE 24)
R	LEV. 5/EVENT (PALLET TOWN)
B	LEV. 5/EVENT (PALLET TOWN)

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦⬜⬜⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	

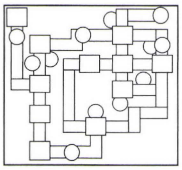
LEVEL 16

#5 CHARMELEON

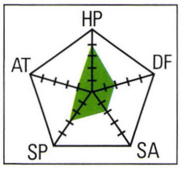
PI

TYPE: FIRE

Charmeleon is in the same boat—since it learns some of its best attacks after level 25, it can't use them in the lower Cups. Be satisfied with Ember, then equip it with Dig for a surprise attack. Body Slam is good for paralysis.



AREA



STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

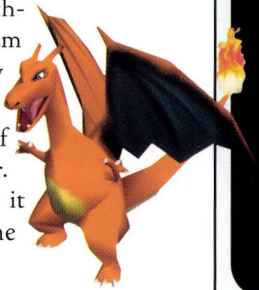
NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦⬜⬜⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	

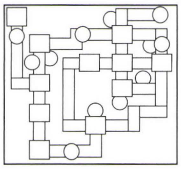
LEVEL 36

#6 CHARIZARD

TYPE: FIRE FLYING

You should keep a Fire-type attack, but Charizard can do so much more. Teaching it Earthquake or Hyper Beam will keep the enemy off guard, while Fissure is great if you're a gambler. You can even teach it Fly if it's from the Yellow version.





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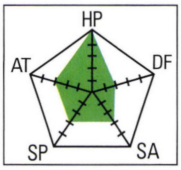


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦⬜⬜⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦🟦	🟦🟦⬜⬜	

ABILITIES

ATTACK	TYPE	#4		#5		#6	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
SCRATCH	NRM	-	-	-	-	-	-
GROWL	NRM	-	-	-	-	-	-
EMBER	FIR	-	9	-	-	-	-
LEER	NRM	15	15	-	-	-	-
RAGE	NRM	22	22	24	24	-	-
SLASH	NRM	30	30	33	33	36	36
FLAMETHROWER	FIR	38	38	42	42	46	46
FIRE SPIN	FIR	46	46	56	56	55	55

FLAMETHROWER

TM & HM ABILITIES

# ATTACK	TYPE	#4	#5	#6
01 MEGA PUNCH	NRM	•	•	•
03 SWORDS DANCE	NRM	•	•	•
05 MEGA KICK	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
17 SUBMISSION	FTG	•	•	•
18 COUNTER	FTG	•	•	•
19 SEISMIC TOSS	FTG	•	•	•
20 RAGE	NRM	•	•	•
23 DRAGON RAGE	DRG	•	•	•
26 EARTHQUAKE	GRD			•
27 FISSURE	GRD			•
28 DIG	GRD	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
38 FIRE BLAST	FIR	•	•	•
39 SWIFT	NRM	•	•	•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
01 CUT	NRM	•	•	•
02 FLY	FLY			•
04 STRENGTH	NRM	•	•	•

FIRE BLAST

CHARIZARD
100 PARALYZE
HP: 301/306

Paras
100 OK
HP: 49/220

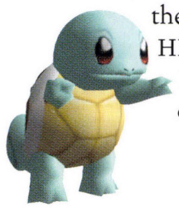
It's super effective!

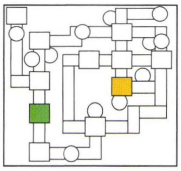
#7 SQUIRTLE

PI PE

TYPE: WATER

Bubble and Water Gun are good for starters, but you may want to upgrade Squirtle's arsenal with Bubblebeam and Surf if you can get your hands on the appropriate TM and HM. Dig is also an excellent attack for fending off Electric-types.





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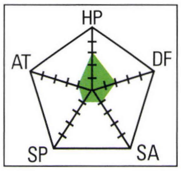
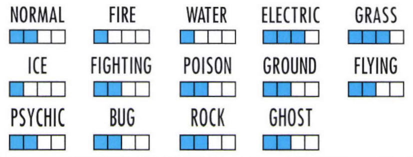


STATS

Y	LEV. 10/EVENT (VERMILION CITY)
R	LEV. 5/EVENT (PALLET TOWN)
B	LEV. 5/EVENT (PALLET TOWN)



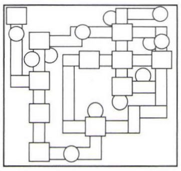
LEVEL 16

#8 WARTORTLE

PI

TYPE: WATER

Wartortle is stronger than Squirtle in every category, so it might be wise to evolve for the lower-level Cups. Bubblebeam and Surf are still good options, but think about outfitting it with Body Slam, Ice Beam or Blizzard as well.



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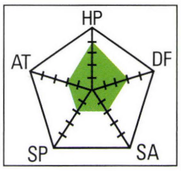
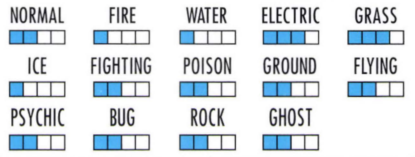


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

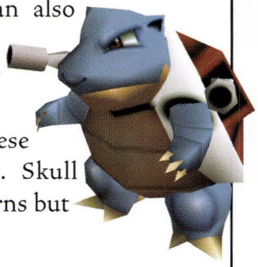


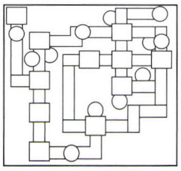
LEVEL 36

#9 BLASTOISE

TYPE: WATER

As Blastoise you'll want to have Hydro Pump in your arsenal as well as an Ice-type attack. It can also learn Earthquake, Fissure and Hyper Beam, so pick wisely among these powerful attacks. Skull Bash takes two turns but is strong.





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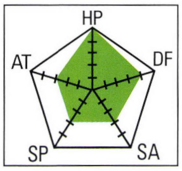
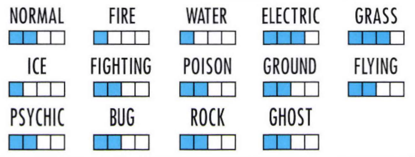


STATS

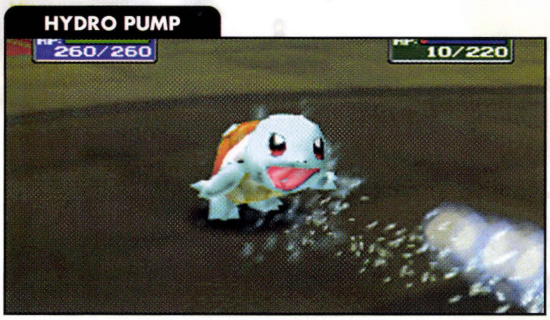
Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD



ABILITIES

ATTACK	TYPE	#7		#8		#9	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-	-	-
TAIL WHIP	NRM	-	-	-	-	-	-
BUBBLE	WTR	-	8	-	-	-	-
WATER GUN	WTR	15	15	-	-	-	-
BITE	NRM	22	22	24	24	-	-
WITHDRAW	WTR	28	28	31	31	-	-
SKULL BASH	NRM	35	35	39	39	42	42
HYDRO PUMP	WTR	42	42	47	47	52	52

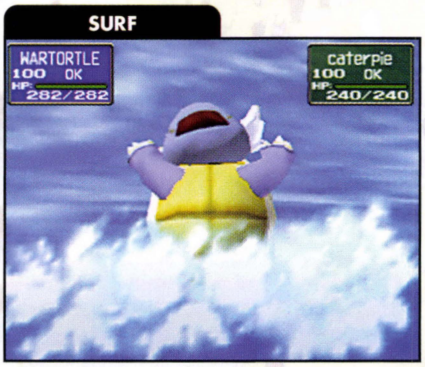
HYDRO PUMP



TM & HM ABILITIES

# ATTACK	TYPE	#7	#8	#9
01 MEGA PUNCH	NRM	•	•	•
05 MEGA KICK	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
11 BUBBLEBEAM	WTR	•	•	•
12 WATER GUN	WTR	•	•	•
13 ICE BEAM	ICE	•	•	•
14 BLIZZARD	ICE	•	•	•
15 HYPER BEAM	NRM			•
17 SUBMISSION	FTG	•	•	•
18 COUNTER	FTG	•	•	•
19 SEISMIC TOSS	FTG	•	•	•
20 RAGE	NRM	•	•	•
26 EARTHQUAKE	GRD			•
27 FISSURE	GRD			•
28 DIG	GRD	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
03 SURF	WTR	•	•	•
04 STRENGTH	NRM	•	•	•

SURF

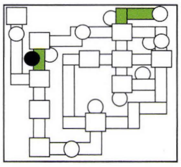


#10 CATERPIE

TYPE: BUG

PI PE

We're not going to lie—Caterpie isn't the best of fighters. You'll have only String Shot and Tackle at your disposal, a weak combo at best. Your best bet is to look for a Caterpie with good stats and then evolve it into a Butterfree.



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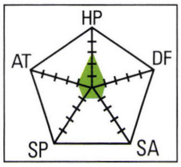


STATS

Y	LEV. 3/VIRIDIAN FOREST
R	LEV. 3/VIRIDIAN FOREST
B	LEV. 3/ROUTE 2, VIRIDIAN FOREST

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■■□□	■■□□	■□□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	■□□□	■■■□	■□□□	■■■□
PSYCHIC	BUG	ROCK	GHOST	
■■□□	■■□□	■■■□	■■□□	

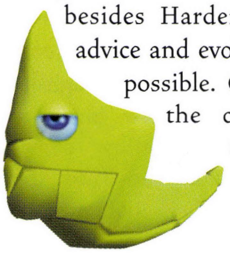
LEVEL 7

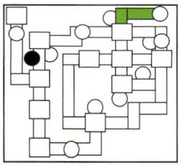
#11 METAPOD

TYPE: BUG

PI

It doesn't get much better with Metapod. This intermediate stage between Caterpie and Butterfree can't do much besides Harden, so heed our advice and evolve it as soon as possible. Once it's out of the cocoon it'll be more powerful.





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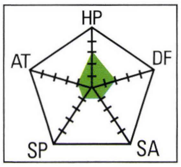


STATS

Y	LEV. 4/VIRIDIAN FOREST
R	LEV. 4/VIRIDIAN FOREST
B	LEV. 4/VIRIDIAN FOREST

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■■□□	■■□□	■□□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	■□□□	■■■□	■□□□	■■■□
PSYCHIC	BUG	ROCK	GHOST	
■■□□	■■□□	■■■□	■■□□	

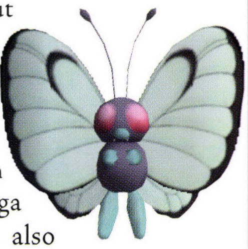
LEVEL 10

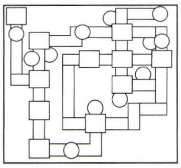
#12 BUTTERFREE

TYPE: BUG FLYING

PI

Butterfree can learn tons of attacks, and it's best used as an advance scout. Paralyze or put your opponent to sleep with Stun Spore or Sleep Powder, then attack with Psychic or Mega Drain. Toxic is also good for long battles.





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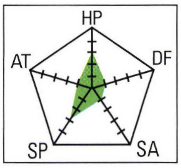


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■■□□	■■■□	■□□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■■□	■□□□	■■■□	□□□□	■■■□
PSYCHIC	BUG	ROCK	GHOST	
■■□□	■□□□	■■■■	■■□□	

ABILITIES

ATTACK	TYPE	#10		#11		#12	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	*	*	*	*
STRING SHOT	BUG	-	-	*	*	*	*
HARDEN	NRM			7	*	*	*
CONFUSION	PSY					10	12
POISONPOWDER	PSN					13	15
STUN SPORE	GRS					14	16
SLEEP POWDER	GRS					15	17
SUPERSONIC	NRM					18	21
WHIRLWIND	NRM					23	26
GUST	NRM					28	
PSYBEAM	PSY					34	32

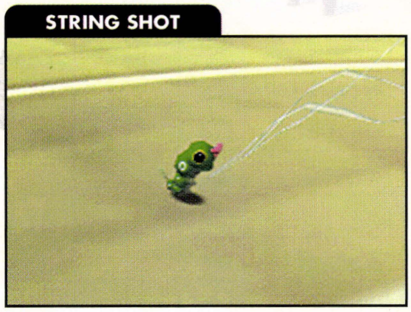
*(#11) If caught in the wild, it won't learn Tackle or String Shot and will learn Harden. (#12) If evolved from a wild Metapod, it won't learn Tackle or String Shot and will learn Harden.

TM & HM ABILITIES

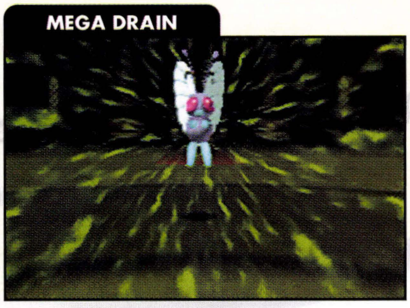
# ATTACK	TYPE	#10	#11	#12
02 RAZOR WIND	NRM			•
04 WHIRLWIND	NRM			•
06 TOXIC	PSN			•
09 TAKE DOWN	NRM			•
10 DOUBLE-EDGE	NRM			•
15 HYPER BEAM	NRM			•
20 RAGE	NRM			•
21 MEGA DRAIN	GRS			•
22 SOLARBEAM	GRS			•
29 PSYCHIC	PSY			•
30 TELEPORT	PSY			•
31 MIMIC	NRM			•
32 DOUBLE TEAM	NRM			•
33 REFLECT	PSY			•
34 BIDE	NRM			•
39 SWIFT	NRM			•
44 REST	PSY			•
46 PSYWAVE	PSY			•
50 SUBSTITUTE	NRM			•

# ATTACK	TYPE	#10	#11	#12
04 STRENGTH	NRM			•

STRING SHOT



MEGA DRAIN

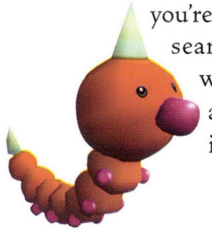


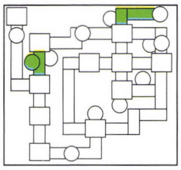
#13 WEEDLE

PI PE

TYPE: BUG POISON

Another fairly useless Bug-type, Weedle won't put up much of a fight against anyone. You can hope to poison someone with Poison Sting, but you're far better off just searching for one with good stats and then raising its level.

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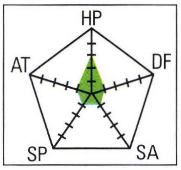
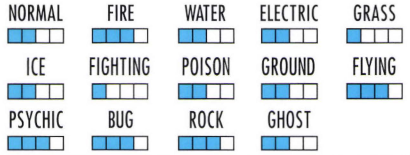


STATS

Y	NOT FOUND IN THE WILD
R	LEV. 3/ROUTE 2, VIRIDIAN FOREST
B	LEV. 3/VIRIDIAN FOREST



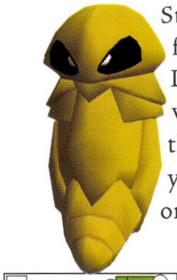
LEVEL 7

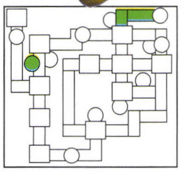
#14 KAKUNA

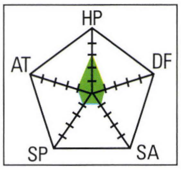
PI

TYPE: BUG POISON

Like its fellow cocooned Pokémon Metapod, Kakuna can only sit and raise its defense with Harden or fire off String Shots until it finally is overcome. Look for a high-level wild one, but not in the Yellow game—you can find them only in Red and Blue.

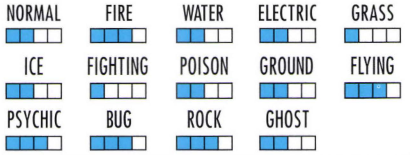



AREA



STATS

Y	NOT FOUND IN THE WILD
R	LEV. 4/VIRIDIAN FOREST
B	LEV. 4/VIRIDIAN FOREST



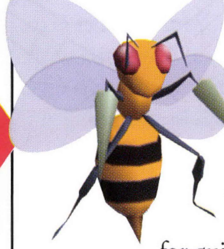
LEVEL 10

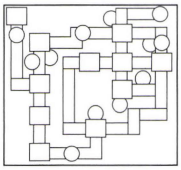
#15 BEEDRILL

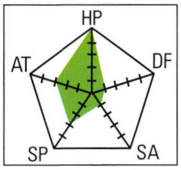
PI

TYPE: BUG POISON

Beedrill is very vulnerable to most attacks, but if you can get in a Twineedle or Pin Missile attack against a Psychic-type, you'll win the day. Toxic, Fury Attack and Hyper Beam are also respectable attacks. Use Swift for quick strikes.

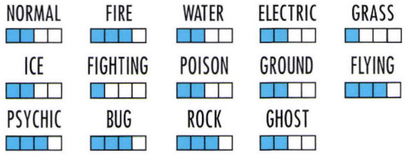



AREA



STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD



ABILITIES

ATTACK	TYPE	#13		#14		#15	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
POISON STING	PSN		-		*		*
STRING SHOT	BUG		-		*		*
HARDEN	NRM		-		*		*
FURY ATTACK	NRM						12
FOCUS ENERGY	NRM						16
TWINEEDLE	BUG						20
RAGE	NRM						25
PIN MISSILE	BUG						30
AGILITY	PSY						35

*(#14) If caught in the wild, it won't learn Poison Sting or String Shot. If evolved from Weedle, it won't learn Harden. (#15) If caught in the wild, it won't learn Poison Sting or String Shot. If evolved from Kakuna, it won't learn Harden.

TM & HM ABILITIES

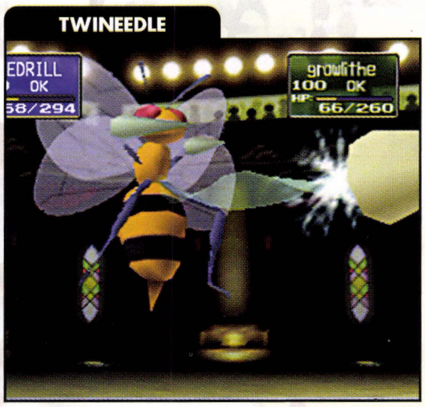
# ATTACK	TYPE	#13	#14	#15
03 SWORDS DANCE	NRM			•
06 TOXIC	PSN			•
09 TAKE DOWN	NRM			•
10 DOUBLE-EDGE	NRM			•
15 HYPER BEAM	NRM			•
20 RAGE	NRM			•
21 MEGA DRAIN	GRS			•
31 MIMIC	NRM			•
32 DOUBLE TEAM	NRM			•
33 REFLECT	PSY			•
34 BIDE	NRM			•
39 SWIFT	NRM			•
40 SKULL BASH	NRM			•
44 REST	PSY			•
50 SUBSTITUTE	NRM			•
01 CUT	NRM			•

POISON STING

STRING SHOT

AKUNA
OK
52/262

TWINEEDLE

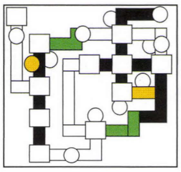


#16 PIDGEY

PI PE

TYPE: NORMAL FLYING

Quick Attack is essential for getting in the first blow, and you can upgrade to Swift if you find the TM. Sand-Attack is useful for cutting down the opponent's accuracy, while Fly and Sky Attack are perfectly suited for Flying-types.



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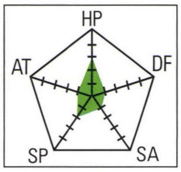


STATS

Y	LEV. 2/ROUTE 1
R	LEV. 2/ROUTE 1
B	LEV. 2/ROUTE 1

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■■□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	□□□□	

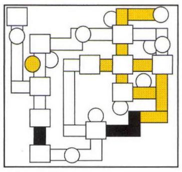
LEVEL 18

#17 PIDGEOTTO

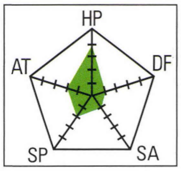
PI

TYPE: NORMAL FLYING

You should outfit Pidgeotto much like Pidgey, although you may want to consider keeping Wing Attack to supplement Fly and Quick Attack. Double-Edge is a great attack for dealing with most Pokémon types, but be careful of the recoil.



AREA



STATS

Y	LEV. 9/VIRIDIAN FOREST
R	LEV. 28/ROUTE 14 & 15
B	LEV. 28/ROUTE 14 & 15

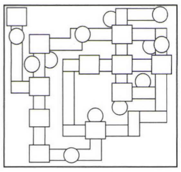
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■■□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	□□□□	

LEVEL 36

#18 PIDGEOT

TYPE: NORMAL FLYING

Pidgeot is an absolute punisher against Grass-types—it would be a wise choice when you tackle Erika's Gym. Agility and Mirror Move are both designed to throw your opponent off guard. You may also want Hyper Beam as a finisher.



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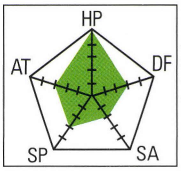


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■■□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	□□□□	

ABILITIES

ATTACK	TYPE	#16		#17		#18	
GUST	NRM	-	-	-	-	-	-
SAND-ATTACK	NRM	5	5	-	-	-	-
QUICK ATTACK	NRM	12	12	12	-	-	-
WHIRLWIND	NRM	19	19	21	21	-	-
WING ATTACK	FLY	28	28	31	31	-	-
AGILITY	PSY	36	36	40	40	44	44
MIRROR MOVE	FLY	44	44	49	49	54	54

TM & HM ABILITIES

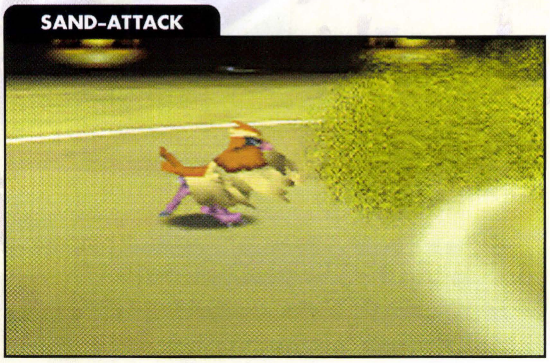
# ATTACK	TYPE	#16	#17	#18
02 RAZOR WIND	NRM	•	•	•
04 WHIRLWIND	NRM	•	•	•
06 TOXIC	PSN	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
20 RAGE	NRM	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
39 SWIFT	NRM	•	•	•
43 SKY ATTACK	FLY	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
02 FLY	FLY	•	•	•

FLY

GEOTTO
OK
8/298
growlithe
100 OK
HP:
260/260

It flew up high!

SAND-ATTACK



QUICK ATTACK

IDGEOT
OK
12/322

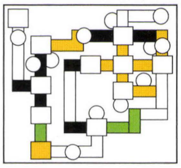
#19 RATTATA

TYPE: NORMAL

Quick Attack and Hyper Fang are absolute essentials for Rattata, and supplementing them will be your choice. Dig is an unpredictable attack and may give you the upper hand, while Body Slam has a good chance of paralyzing the enemy.

SUPER FANG
OK
9/232
100 OK
110/2

TOXIC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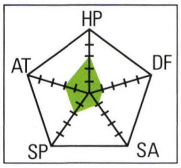


STATS

Y	LEV. 2/ROUTE 1
R	LEV. 2/ROUTES 1, 2 & 22
B	LEV. 2/ROUTES 1, 2 & 22

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜

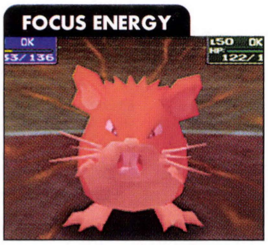
LEVEL 20

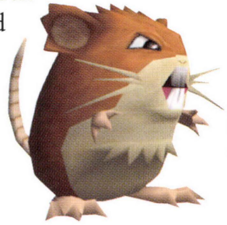
#20 RATICATE

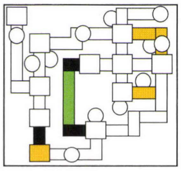
TYPE: NORMAL

Raticate's Hit Points, Special and Attack ratings are all much better than Rattata's, so if you're in the Poké or Prime Cup, you should use the higher evolution. Ice Beam and Hyper Beam are both unexpected and powerful attacks.

QUICK ATTACK


FOCUS ENERGY

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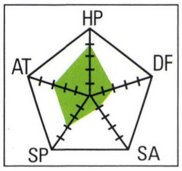


STATS

Y	LEV. 15/ROUTE 21
R	LEV. 23/ROUTE 16
B	LEV. 23/ROUTE 16

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜

ABILITIES

ATTACK	TYPE	#19		#20	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
TAIL WHIP	NRM	-	-	-	-
QUICK ATTACK	NRM	7	7	-	-
HYPER FANG	NRM	14	14	-	-
FOCUS ENERGY	NRM	23	23	27	27
SUPER FANG	NRM	34	34	41	41

DIG
RATTATA
100 OK
HP:
9/232
OMANACTS
100 OK
HP:
55/220

It dug a hole!

TM & HM ABILITIES

# ATTACK	TYPE	#19	#20
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE		•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•

TM & HM ABILITIES

# ATTACK	TYPE	#19	#20
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

THUNDER
ATE
OK
136
CHC
150
HP:
6

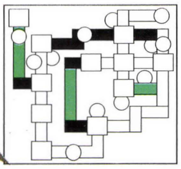
#21 SPEAROW

TYPE: NORMAL FLYING

Grass- and Bug-types won't put up any fight against a Spearow, and Ground-type attacks won't even ruffle its feathers. Its high HP will help it survive in long battles as it uses Peck and Fly. Double Team will help its evasiveness.

DRILL PECK

SWIFT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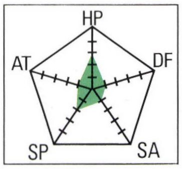


STATS

Y	LEV. 2/ROUTE 22
R	LEV. 3/ROUTE 22
B	LEV. 3/ROUTE 22

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■■□	■□□□	■■■□	■■□□	■■□□	□□□□	■■□□	■■□□	■□□□	■■■□	□□□□

LEVEL 20

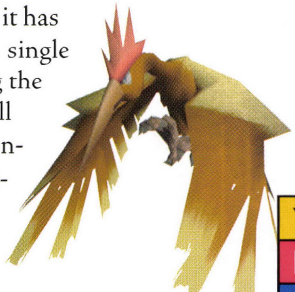
#22 FEAROW

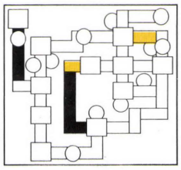
TYPE: NORMAL FLYING

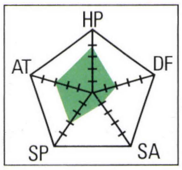
Fearow is so powerful against Grass-, Bug- and Fighting-types that it has a good chance of dropping them and even some other types in a single turn by using the powerful Drill Peck. Also consider Double-Edge as a backup attack.

MIRROR MOVE
OK
?5/286
100 OK
HP:
139/2

FURY ATTACK
OK
13/143
150 OK
HP:
122/1




AREA



STATS

Y	LEV. 19/ROUTE 9
R	LEV. 25/ROUTES 17&18
B	LEV. 25/ROUTES 17&18

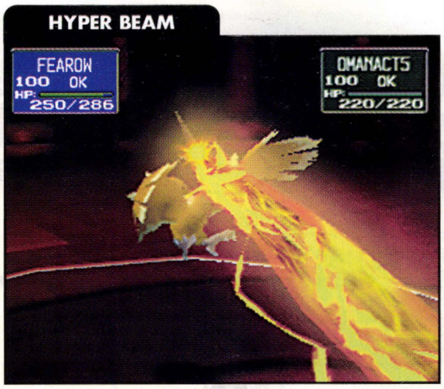
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■■□	■□□□	■■■□	■■□□	■■□□	□□□□	■■□□	■■□□	■□□□	■■■□	□□□□

ABILITIES

ATTACK	TYPE	#21		#22	
		🟨	🟥🟦	🟨	🟥🟦
PECK	FLY	-	-	-	-
GROWL	NRM	-	-	-	-
LEER	NRM	9	9	-	-
FURY ATTACK	NRM	15	15	-	-
MIRROR MOVE	FLY	22	22	25	25
DRILL PECK	FLY	29	29	34	34
AGILITY	PSY	36	36	43	43

TM & HM ABILITIES

# ATTACK	TYPE	#21	#22
02 RAZOR WIND	NRM	•	•
04 WHIRLWIND	NRM	•	•
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
43 SKY ATTACK	FLY	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
02 FLY	FLY	•	•


HYPER BEAM
FEAROW
100 OK
HP:
250/286
OMANACTS
100 OK
HP:
220/220

DRILL PECK
FEAROW
100 OK
HP:
110/286
OMANACTS
100 OK
HP:
97/220

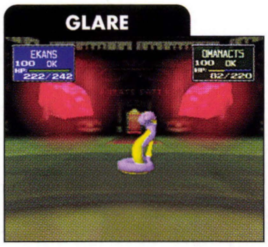
DOUBLE TEAM
204/252
HP:
220/22

#23 EKANS

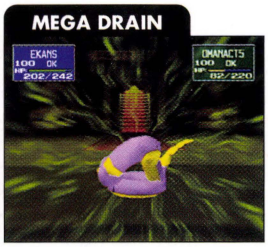
TYPE: POISON

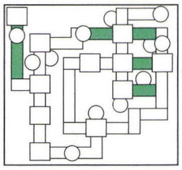
You may want to keep Ekans from evolving long enough to learn Glare, because you'll then be able to paralyze the enemy and use Wrap on it until it collapses. You'd also do well to teach it the TMs Toxic and Dig for variety.

GLARE

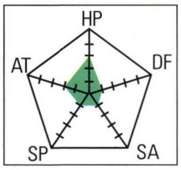

EKANS
100 OK
HP: 222/242
DMANACTS
100 OK
HP: 82/220

MEGA DRAIN


EKANS
100 OK
HP: 202/242
DMANACTS
100 OK
HP: 82/220



AREA



STATS

Y	NOT FOUND IN THE WILD
R	LEV. 6/ROUTE 4
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■□□□	■■□□	■□□□	■□□□	■■■□	■■□□	■■■□	■■■□	■■□□	■■□□

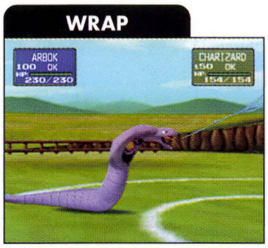
LEVEL 22

#24 ARBOK

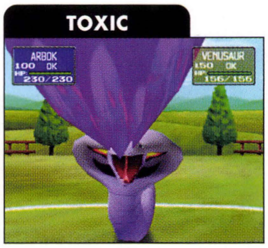
TYPE: POISON

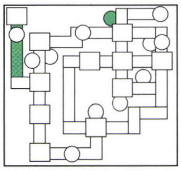
It's always a good idea to have a paralyzing attack, so hang onto Glare—you can poison the enemy with Toxic and then just wait. Hyper Beam is always strong, but consider Rock Slide, Mega Drain and Earthquake as surprise attacks.

WRAP


ARBOK
100 OK
HP: 230/230
CHARIZARD
150 OK
HP: 154/154

TOXIC


ARBOK
100 OK
HP: 230/230
VENUSAUR
150 OK
HP: 156/156



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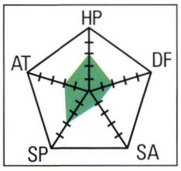


STATS

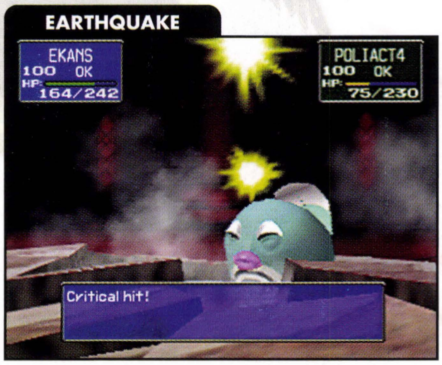
Y	NOT FOUND IN THE WILD
R	LEV. 41/ROUTE 23
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■□□□	■■□□	■□□□	■□□□	■■■□	■■□□	■■■□	■■■□	■■□□	■■□□

ABILITIES

ATTACK	TYPE	#23	#24
WRAP	NRM	-	-
LEER	NRM	-	-
POISON STING	PSN	10	-
BITE	NRM	17	-
GLARE	NRM	24	27
SCREECH	NRM	31	36
ACID	PSN	38	47

EARTHQUAKE


EKANS
100 OK
HP: 164/242
POLIACT4
100 OK
HP: 75/230

Critical hit!

TM & HM ABILITIES

# ATTACK	TYPE	#23	#24
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
21 MEGA DRAIN	GRS	•	•
26 EARTHQUAKE	GRD	•	•
27 FISSURE	GRD	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
48 ROCK SLIDE	RCK	•	•
50 SUBSTITUTE	NRM	•	•
04 STRENGTH	NRM	•	•

ACID

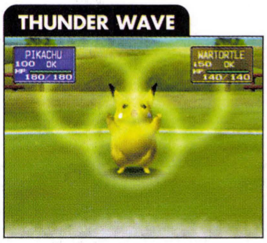
ROCK SLIDE

#25 PIKACHU

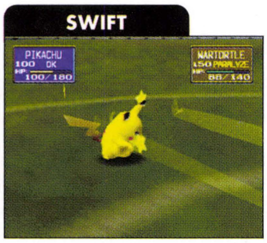
TYPE: ELECTRIC

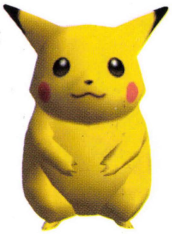
Everyone's favorite Electric-type is very quick, so you may want to have Swift or Quick Attack so you always get the first shot in. Thunder Wave is essential for paralyzing the enemy, and you can teach it Thunderbolt or Thunder.

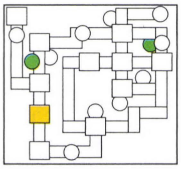
THUNDER WAVE


PIKACHU
100 OK
HP
180/180
NARTORTLE
L50 OK
HP
140/140

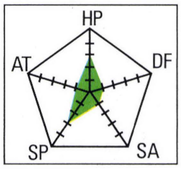
SWIFT


PIKACHU
100 OK
HP
100/180
NARTORTLE
L50 PARALYZE
HP
88/140





AREA



STATS

Y	LEV. 5/EVENT (PALLET TOWN)
R	LEV. 3/VIRIDIAN FOREST
B	LEV. 3/VIRIDIAN FOREST

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

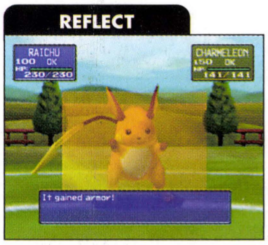
THUNDER STONE

#26 RAICHU

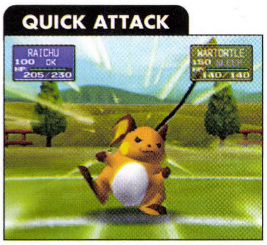
TYPE: ELECTRIC

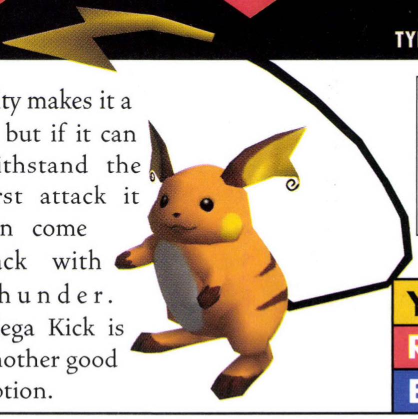
Raichu isn't as fast as Electrode, but its high Attack ability makes it a good Electric-type to have. It's not strong defensively, but if it can withstand the first attack it can come back with Thunder. Mega Kick is another good option.

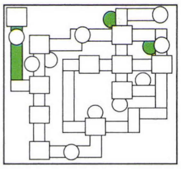
REFLECT


RAICHU
100 OK
HP
230/230
CHARMELEON
L50 OK
HP
141/141
It gained armor!

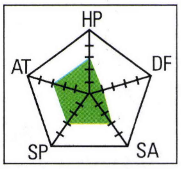
QUICK ATTACK


RAICHU
100 OK
HP
205/230
NARTORTLE
L50 SLEEP
HP
140/140





AREA



STATS

Y	NOT FOUND IN THE WILD
R	LEV. 53/UNKNOWN DUNGEON
B	LEV. 33/POWER PLANT

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

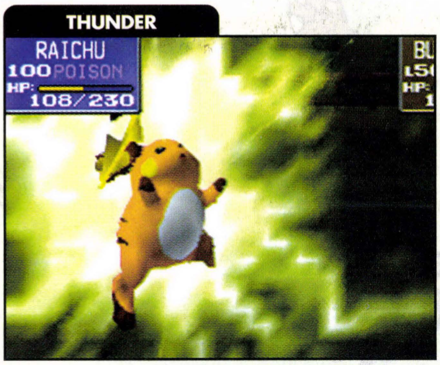
ABILITIES

ATTACK	TYPE	#25		#26	
		🟨	🟥🟦	🟨	🟥🟦
THUNDERSHOCK	ELC	-	-		-
GROWL	NRM	-	-		-
TAIL WHIP	NRM	6			
THUNDER WAVE	ELC	8	9		*
QUICK ATTACK	NRM	11	16		
DOUBLE TEAM	NRM	15			
SLAM	NRM	20			
SWIFT	NRM		26		
THUNDERBOLT	ELC	26			
AGILITY	PSY	33	33		
THUNDER	ELC	41	43		
LIGHT SCREEN	PSY	50			

TM & HM ABILITIES

# ATTACK	TYPE	#25	#26
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
16 PAY DAY	NRM	•	•
17 SUBMISSION	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
50 SUBSTITUTE	NRM	•	•
05 FLASH	NRM	•	•

THUNDER

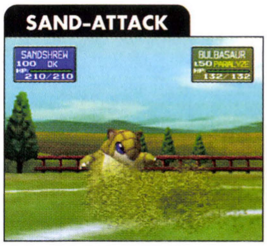

RAICHU
100 POISON
HP:
108/230
BU
L5
HP:
1

#27 SANDSHREW

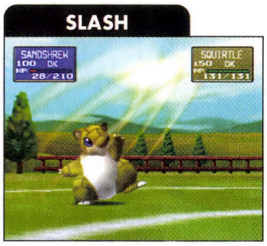
TYPE: GROUND

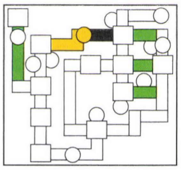
Sand-Attack is useful for knocking down the enemy's accuracy, and if the enemy misses, Sandshrew can follow with Slash, which will almost always score a Critical Hit. Earthquake or Dig will do nicely for Ground-type attacks, and Body Slam paralyzes.

SAND-ATTACK

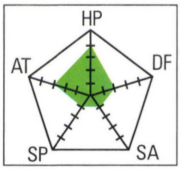

SANDSHREW
100 OK
HP 210/210
BULBASAUR
L50 PARALYZE
HP 132/132

SLASH


SANDSHREW
100 OK
HP 28/210
SQUIRTLE
L50 OK
HP 131/131



AREA



STATS

Y	LEV. 8/ROUTE 3 & 4
R	NOT FOUND IN THE WILD
B	LEV. 6/ROUTE 4

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■■□	□□□□	■■■□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■□□□	■■□□

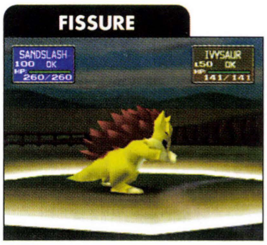
LEVEL 22

#28 SANDSLASH

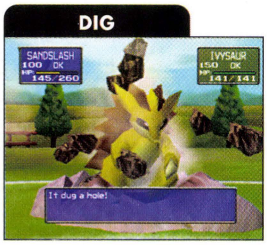
TYPE: GROUND

Sandslash will be able to take much more abuse than Sandshrew, and it can also learn Hyper Beam, which will round out an impressive arsenal. Keep Slash and a Ground-type attack, and consider Rock Slide for dealing with Flying-types.

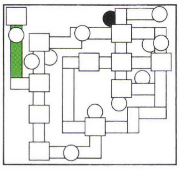
FISSURE


SANDSLASH
100 OK
HP 260/260
IVYSAUR
L50 OK
HP 141/141

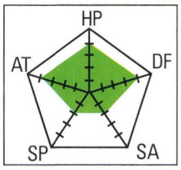
DIG


SANDSLASH
100 OK
HP 145/260
IVYSAUR
L50 OK
HP 141/141

It dug a hole!



AREA



STATS

Y	LEV. 52/UNKNOWN DUNGEON
R	NOT FOUND IN THE WILD
B	LEV. 41/ROUTE 23

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■■□	□□□□	■■■□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■□□□	■■□□

ABILITIES

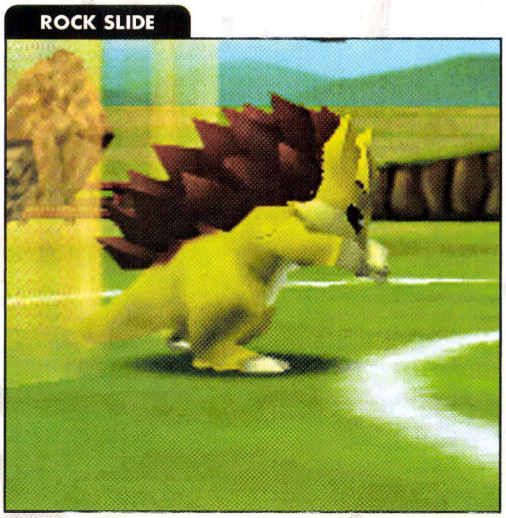
ATTACK	TYPE	#27		#28	
		🟨	🟥🟦	🟨	🟥🟦
SCRATCH	NRM	-	-	-	-
SAND-ATTACK	NRM	10	10	-	-
SLASH	NRM	17	17	-	-
POISON STING	PSN	24	24	27	27
SWIFT	NRM	31	31	36	36
FURY SWIPES	NRM	38	38	47	47

TM & HM ABILITIES

# ATTACK	TYPE	#27	#28	# ATTACK	TYPE	#27	#28
03 SWORDS DANCE	NRM	•	•	50 SUBSTITUTE	NRM	•	•
06 TOXIC	PSN	•	•	01 CUT	NRM	•	•
08 BODY SLAM	NRM	•	•	04 STRENGTH	NRM	•	•
09 TAKE DOWN	NRM	•	•				
10 DOUBLE-EDGE	NRM	•	•				
15 HYPER BEAM	NRM		•				
17 SUBMISSION	FTG	•	•				
19 SEISMIC TOSS	FTG	•	•				
20 RAGE	NRM	•	•				
26 EARTHQUAKE	GRD	•	•				
27 FISSURE	GRD	•	•				
28 DIG	GRD	•	•				
31 MIMIC	NRM	•	•				
32 DOUBLE TEAM	NRM	•	•				
34 BIDE	NRM	•	•				
39 SWIFT	NRM	•	•				
40 SKULL BASH	NRM	•	•				
44 REST	PSY	•	•				
48 ROCK SLIDE	RCK	•	•				

EARTHQUAKE

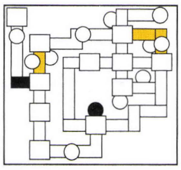
ROCK SLIDE



#29 NIDORAN♀

TYPE: POISON

This little creature won't get very strong until it evolves, but if you search out a lot of TMs you can make it more fit for battle. Body Slam gives it a chance to paralyze the enemy, while Double-Edge and Thunderbolt deal damage.



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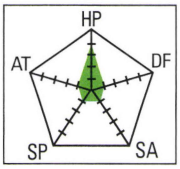
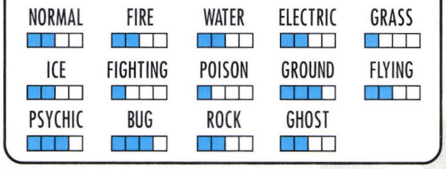


STATS

Y	LEV. 2/ROUTE 22
R	LEV. 2/TRADE (ROUTE 5)
B	LEV. 2/ROUTE 22, TRADE (ROUTE 5)

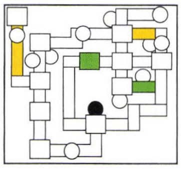


LEVEL 16

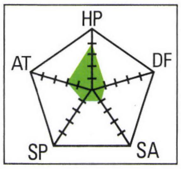
#30 NIDORINA

TYPE: POISON

Nidorina's Attack is higher than Nidoran♀'s, and it'll come in handy when it learns Body Slam on its own. Toxic is a good idea at the beginning of a fight. The gambling attack Horn Drill gives you a chance for a one-hit K.O.

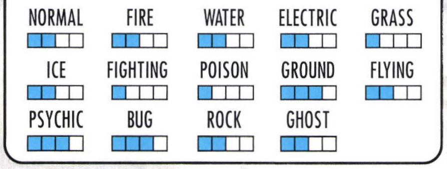


AREA



STATS

Y	LEV. 18/ROUTE 9
R	LEV. 16/TRADE (ROUTE 11)
B	LEV. 16/TRADE (ROUTE 11)

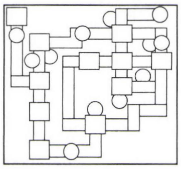


MOON STONE

#31 NIDOQUEEN

TYPE: POISON GROUND

The highest evolution of this creature can learn tons of cool TMs. It might be wise to keep Double Kick, but make it totally unpredictable by teaching it Surf, Earthquake, Fire Blast, Rock Slide, Hyper Beam, Blizzard or Mega Punch.



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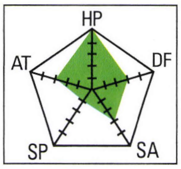
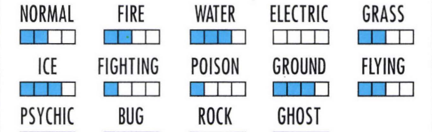


STATS

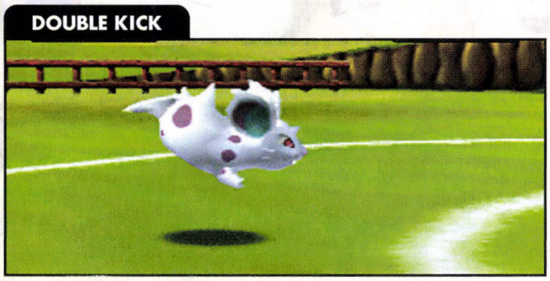
Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD



ABILITIES

ATTACK	TYPE	#29		#30		#31	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
GROWL	NRM	-	-	-	-	-	-
TACKLE	NRM	-	-	-	-	-	-
SCRATCH	NRM	8	8	-	-	-	-
POISON STING	PSN	17	14	-	-	-	-
TAIL WHIP	NRM	23	21	27	23		
BODY SLAM	NRM					23	23
BITE	NRM	30	29	36	32		
FURY SWIPES	NRM	38	36	46	41		
DOUBLE KICK	FTG	12	43	12	50	-	

DOUBLE KICK



TM & HM ABILITIES

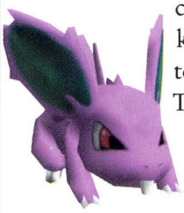
# ATTACK	TYPE	#29	#30	#31
01 MEGA PUNCH	NRM			•
05 MEGA KICK	NRM			•
06 TOXIC	PSN	•	•	•
07 HORN DRILL	NRM		•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
11 BUBBLEBEAM	WTR		•	•
12 WATER GUN	WTR		•	•
13 ICE BEAM	ICE		•	•
14 BLIZZARD	ICE	•	•	•
15 HYPER BEAM	NRM			•
16 PAY DAY	NRM		•	•
17 SUBMISSION	FTG			•
18 COUNTER	FTG			•
19 SEISMIC TOSS	FTG			•
20 RAGE	NRM	•	•	•
24 THUNDERBOLT	ELC	•	•	•
25 THUNDER	ELC	•	•	•
26 EARTHQUAKE	GRD			•
27 FISSURE	GRD			•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
38 FIRE BLAST	FIR			•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
48 ROCK SLIDE	RCK			•
50 SUBSTITUTE	NRM	•	•	•
03 SURF	WTR			•
04 STRENGTH	NRM			•

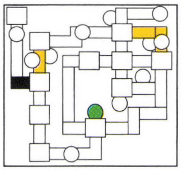
SURF

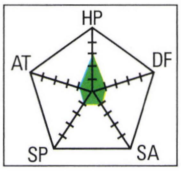
#32 NIDORAN ♂

TYPE: POISON

The male Nidoran is much like its female counterpart. Horn Attack is a consistent move, but if you're feeling lucky, equip it with Horn Drill for a chance at a quick knockout. Think about teaching it Blizzard or Thunder as well.




AREA



STATS

Y	LEV. 2/ROUTE 22
R	LEV. 2/ROUTE 22
B	LEV. 3/ROUTE 22

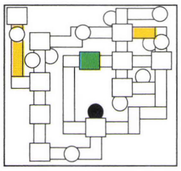
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■□□□	■■■□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■□	■■□□	■■□□	

LEVEL 16

#33 NIDORINO

TYPE: POISON

Nidorino has the ability to learn many more TMs, so take advantage of the fact to make it an unpredictable opponent. Teach it Bubblebeam or Ice Beam to surprise the enemy, then throw in Rest or Substitute as defensive measures.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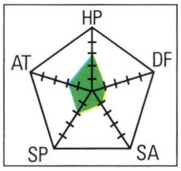


STATS

Y	LEV. 18/ROUTE 9
R	LEV. 30/SAFARI ZONE
B	LEV. 17/EVENT (CELADON CITY)

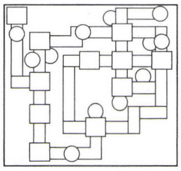
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■□□□	■■■□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■□	■■□□	■■□□	

MOON STONE

#34 NIDOKING

TYPE: POISON GROUND

Like Nidoqueen, Nidoking has access to tons of HMs and TMs, so you can customize it to your own tastes. It'll learn Double Kick and Horn Drill on its own, but you can take your pick from all the attack types to round out its repertoire.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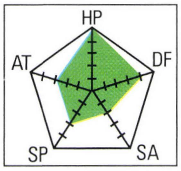


STATS

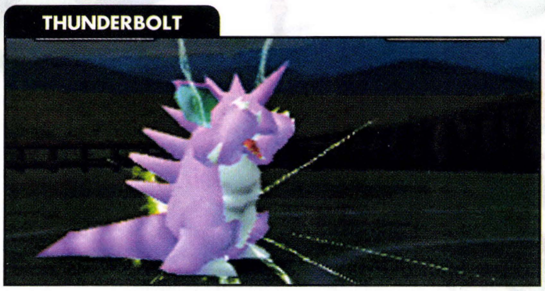
Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■■□	□□□□	■■□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■□□□	■■■□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■□	■□□□	■■□□	

ABILITIES

ATTACK	TYPE	#32		#33		#34	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
LEER	NRM	-	-	-	-	-	-
TACKLE	NRM	-	-	-	-	-	-
HORN ATTACK	NRM	8	8	-	-	-	-
POISON STING	PSN	17	14	19	-	19	-
FOCUS ENERGY	NRM	23	21	27	23		
THRASH	NRM					23	23
FURY ATTACK	NRM	30	29	36	32		
HORN DRILL	NRM	38	36	46	41		
DOUBLE KICK	FTG	12	43	12	50	-	

THUNDERBOLT



TM & HM ABILITIES

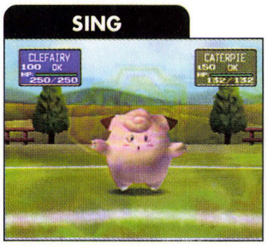
# ATTACK	TYPE	#32	#33	#34
01 MEGA PUNCH	NRM			•
05 MEGA KICK	NRM			•
06 TOXIC	PSN	•	•	•
07 HORN DRILL	NRM	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
11 BUBBLEBEAM	WTR		•	•
12 WATER GUN	WTR		•	•
13 ICE BEAM	ICE		•	•
14 BLIZZARD	ICE	•	•	•
15 HYPER BEAM	NRM			•
16 PAY DAY	NRM			•
17 SUBMISSION	FTG			•
18 COUNTER	FTG			•
19 SEISMIC TOSS	FTG			•
20 RAGE	NRM	•	•	•
24 THUNDERBOLT	ELC	•	•	•
25 THUNDER	ELC	•	•	•
26 EARTHQUAKE	GRD			•
27 FISSURE	GRD			•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
38 FIRE BLAST	FIR			•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
48 ROCK SLIDE	RCK			•
50 SUBSTITUTE	NRM	•	•	•
03 SURF	WTR			•
04 STRENGTH	NRM			•

#35 CLEFAIRY

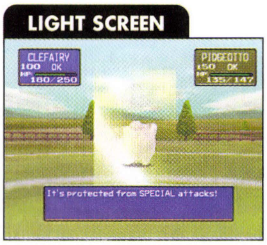
TYPE: NORMAL

While it may be wiser to evolve Clefairy with a Moon Stone, it can certainly hold its own in battle. Sing is perfect for putting Pokémon under, and you can then blast them with Double-Edge or take a random chance with Metronome.

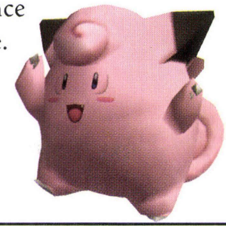
SING

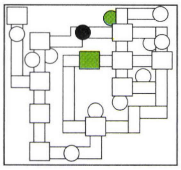

CLEFAIRY
100 OK
HP: 250/250
CATERPIE
150 OK
HP: 132/132

LIGHT SCREEN


CLEFAIRY
100 OK
HP: 180/250
PIDGEOTTO
150 OK
HP: 135/147

It's protected from SPECIAL attacks!





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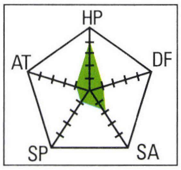


STATS

Y	LEV. 9/MT.MOON
R	LEV. 8/MT.MOON, EVENT (CELADON CITY)
B	LEV. 8/MT.MOON

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

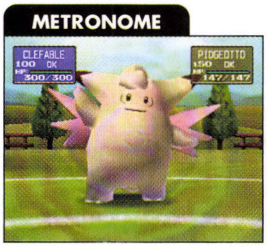
MOON STONE

#36 CLEFABLE

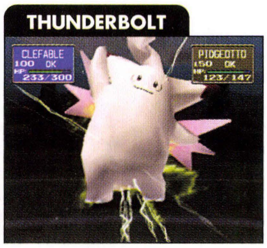
TYPE: NORMAL

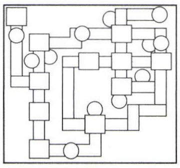
With its high HP, Clefable can withstand many attacks—it can withstand many more if you use Reflect. When you go on the offensive, use Thunder Wave to paralyze the enemy, then attack with Psychic, Blizzard, Hyper Beam or Thunderbolt.

METRONOME


CLEFABLE
100 OK
HP: 300/300
PIDGEOTTO
150 OK
HP: 147/147

THUNDERBOLT


CLEFABLE
100 OK
HP: 233/300
PIDGEOTTO
150 OK
HP: 123/147



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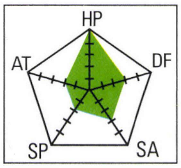


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

ABILITIES

ATTACK	TYPE	#35		#36	
		🟨	🟥🟦	🟨	🟥🟦
POUND	NRM	-	-	-	-
GROWL	NRM	-	-	-	-
SING	NRM	13	13	*	*
DOUBLESLAP	NRM	18	18	*	*
MINIMIZE	NRM	24	24	*	*
METRONOME	NRM	31	31	*	*
DEFENSE CURL	NRM	39	39		
LIGHT SCREEN	PSY	48	48		

PSYCHIC

HP: 233/300
HP: 132/132

TM & HM ABILITIES

# ATTACK	TYPE	#35	#36
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
17 SUBMISSION	FTG	•	•
18 COUNTER	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
22 SOLARBEAM	GRS	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
29 PSYCHIC	PSY	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
35 METRONOME	NRM	•	•
38 FIRE BLAST	FIR	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
46 PSYWAVE	PSY	•	•
49 TRI ATTACK	NRM	•	•
50 SUBSTITUTE	NRM	•	•
04 STRENGTH	NRM	•	•
05 FLASH	NRM	•	•

#37 VULPIX

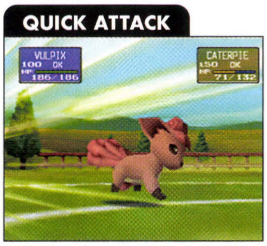
TYPE: FIRE

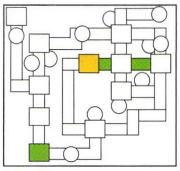
Obviously Vulpix is great against Grass-types, but Ember isn't all that powerful an attack—try to find the TM Fire Blast so you can deal some seriously fiery damage. Quick Attack, Dig and Body Slam are also smart choices for attacks.

CONFUSE RAY

VULPIX
100 OK
HP 186/186
CATERPIE
L50 OK
HP 132/132

QUICK ATTACK


VULPIX
100 OK
HP 186/186
CATERPIE
L50 OK
HP 71/132



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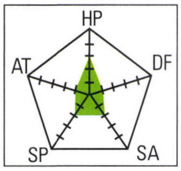


STATS

Y	LEV. 18/EVENT (CELADON CITY)
R	NOT FOUND IN THE WILD
B	LEV. 15/ROUTE 8

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■□□□	■■■□	■■□□

FIRE STONE

#38 NINETALES

TYPE: FIRE

If you lead with Confuse Ray, Ninetales's opponents might well beat themselves in their confusion. Flamethrower and Fire Spin are both effective Fire-type attacks, and Toxic, Dig, or Hyper Beam will round out your attack menu nicely.

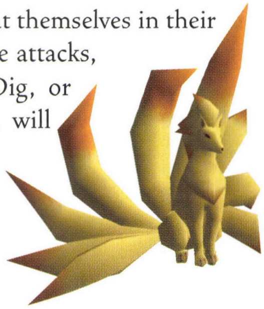
FIRE SPIN

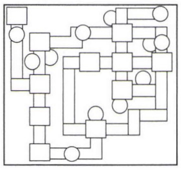
NINETALES
100 OK
HP 224/256
PIDGEY
L50 OK
HP 119/127

REFLECT

NINETALES
100 OK
HP 224/256
METAPOD
L50 OK
HP 137/137

It gained armor!





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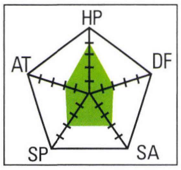


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■□□□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#37		#38	
		🟨	🟥🟦	🟨	🟥🟦
EMBER	FIR	-	-	-	-
TAIL WHIP	NRM	-	-	-	-
QUICK ATTACK	NRM	-	16		
ROAR	NRM	21	21		
CONFUSE RAY	GHO	28	28		
FLAMETHROWER	FIR	35	35		
FIRE SPIN	FIR	42	42		

FLAMETHROWER

TM & HM ABILITIES

# ATTACK	TYPE	#37	#38
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
38 FIRE BLAST	FIR	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

DIG

NINETALES
100 OK
HP 224/256
METAPOD
L50 OK
HP 137/137

It dug a hole!

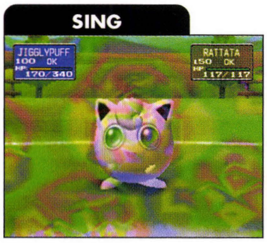
FIRE BLAST

#39 JIGGLYPUFF

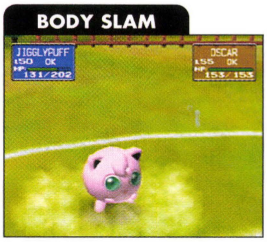
TYPE: NORMAL

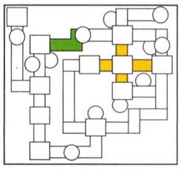
Jigglypuff is another Pokémon that can be customized to almost any situation. Even if you don't want to teach it any TMs, it will still be a formidable fighter with the naturally learned abilities Sing, Rest, Double-Edge and Body Slam.

SING


JIGGLYPUFF
100 OK
HP 170/340
RATTATA
150 OK
HP 117/117

BODY SLAM


JIGGLYPUFF
150 OK
HP 131/202
OSCAR
155 OK
HP 153/153



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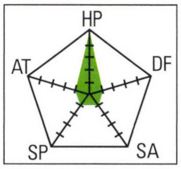


STATS

Y	LEV. 3/ROUTES 5, 6
R	LEV. 3/ROUTE 3
B	LEV. 3/ROUTE 3

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

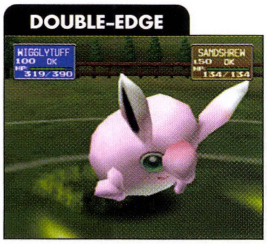
MOON STONE

#40 WIGGLYTUFF

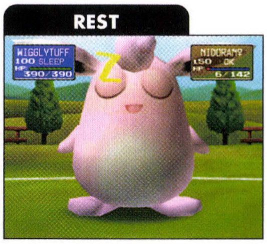
TYPE: NORMAL

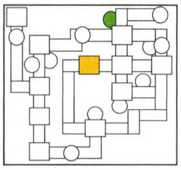
The main advantage to evolving Jigglypuff with a Moon Stone is the increase in Attack power you'll get. Don't evolve it too early, though, or it won't learn some of its most powerful attacks—if you missed some, teach it powerful TMs.

DOUBLE-EDGE


WIGGLYTUFF
100 OK
HP 319/390
SANDSHREW
150 OK
HP 134/134

REST


WIGGLYTUFF
100 SLEEP
HP 390/390
NIDORAN♀
150 OK
HP 6/142



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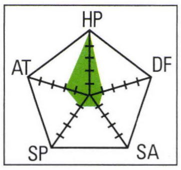


STATS

Y	LEV. 22/EVENT (CELADON CITY)
R	LEV. 54/UNKNOWN DUNGEON
B	LEV. 54/UNKNOWN DUNGEON

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

ABILITIES

ATTACK	TYPE	#39		#40	
		🟨	🟥🟦	🟨	🟥🟦
SING	NRM	-	-	-	-
POUND	NRM	9	9		
DISABLE	NRM	14	14	*	*
DEFENSE CURL	NRM	19	19	*	*
DOUBLESLAP	NRM	24	24	*	*
REST	PSY	29	29		
BODY SLAM	NRM	34	34		
DOUBLE-EDGE	NRM	39	39		

*If caught in the wild or won at the slot machines, it will already have these abilities.

BLIZZARD

00 OK
P: 319/390
150 OK
HP: 142/14

TM & HM ABILITIES

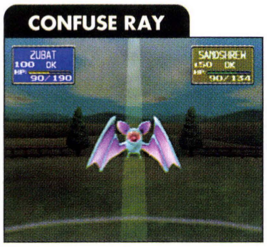
# ATTACK	TYPE	#39	#40
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
17 SUBMISSION	FTG	•	•
18 COUNTER	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
22 SOLARBEAM	GRS	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
29 PSYCHIC	PSY	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
38 FIRE BLAST	FIR	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
46 PSYWAVE	PSY	•	•
49 TRI ATTACK	NRM	•	•
50 SUBSTITUTE	NRM	•	•
04 STRENGTH	NRM	•	•
05 FLASH	NRM	•	•

#41 ZUBAT

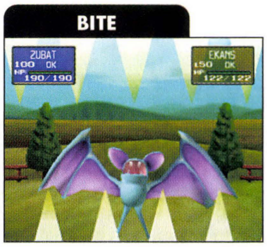
TYPE: POISON FLYING

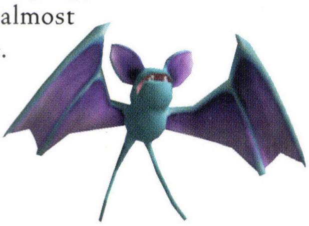
Zubat's Leech Life attack may win you back precious HP, and if you couple it with a slow-draining Toxic attack you'll have the advantage in long battles. Confuse Ray is excellent for disorienting opponents, and Bite hurts almost everyone.

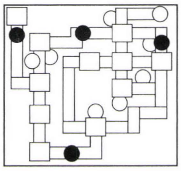
CONFUSE RAY


ZUBAT
100 OK
HP: 90/190
SANDSHREW
L50 OK
HP: 90/134

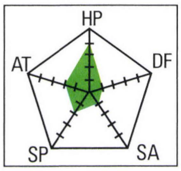
BITE


ZUBAT
100 OK
HP: 190/190
EKANS
L50 OK
HP: 122/122





AREA



STATS

Y	LEV. 6/MT. MOON
R	LEV. 6/MT. MOON
B	LEV. 6/MT. MOON

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■■□	■□□□	■■■□	■□□□	■□□□	□□□□	■■□□	■■■□	■■□□	■■■□	■■□□

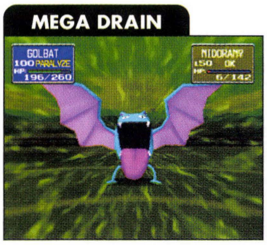
LEVEL 22

#42 GOLBAT

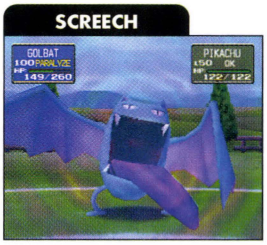
TYPE: POISON FLYING

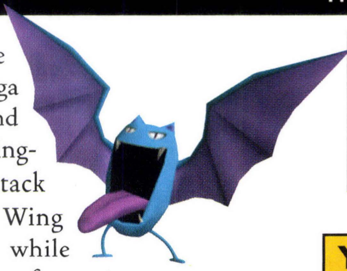
Golbat is stronger than Zubat, so you'll gain an advantage once you evolve at level 22. You can upgrade Leech Life with Mega Drain and get a Flying-type attack in Wing Attack, while Haze is perfect for eliminating paralysis or poison.

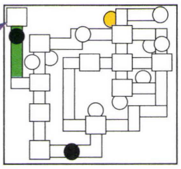
MEGA DRAIN


GOLBAT
100 PARALYZE
HP: 196/260
NIDORAN♀
L50 OK
HP: 6/142

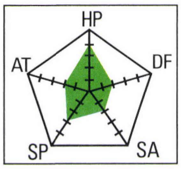
SCREECH


GOLBAT
100 PARALYZE
HP: 149/260
PIKACHU
L50 OK
HP: 122/122





AREA



STATS

Y	LEV. 27/SEAFOAM ISLAND
R	LEV. 29/SEAFOAM ISLAND
B	LEV. 29/SEAFOAM ISLAND

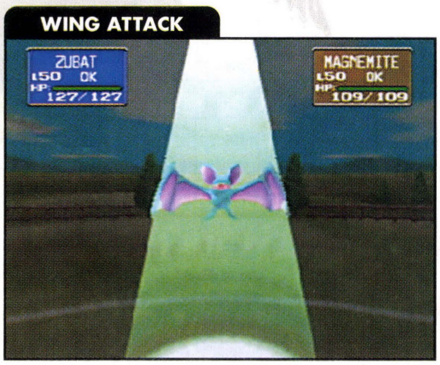
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■■□	■□□□	■■■□	■□□□	■□□□	□□□□	■■□□	■■■□	■■□□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#41		#42	
		🟨	🟥🟦	🟨	🟥🟦
LEECH LIFE	BUG	-	-	-	-
SCREECH	NRM			*	*
SUPERSONIC	NRM	10	10	-	-
BITE	NRM	15	15	-	-
CONFUSE RAY	GHO	21	21	-	-
WING ATTACK	FLY	28	28	32	32
HAZE	ICE	36	36	43	43

*If caught in the wild or won at the slot machines, it will already have these abilities.

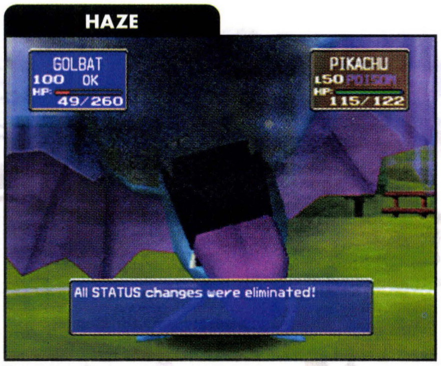
WING ATTACK


ZUBAT
L50 OK
HP: 127/127
MAGNEMITE
L50 OK
HP: 109/109

TM & HM ABILITIES

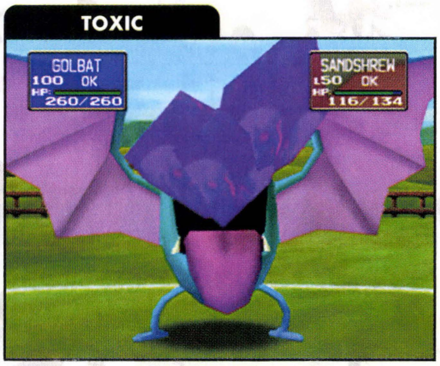
# ATTACK	TYPE	#41	#42
02 RAZOR WIND	NRM	•	•
04 WHIRLWIND	NRM	•	•
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
21 MEGA DRAIN	GRS	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

HAZE


GOLBAT
100 OK
HP: 49/260
PIKACHU
L50 POISON
HP: 115/122

All STATUS changes were eliminated!

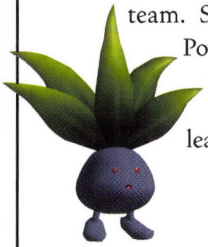
TOXIC

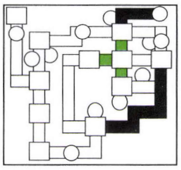

GOLBAT
100 OK
HP: 260/260
SANDSHREW
L50 OK
HP: 116/134

#43 ODDISH

TYPE: GRASS POISON

Oddish isn't strong, but it's perfect for disrupting an opponent's team to pave the way for tougher members of your team. Sleep Powder, Poison Powder and Stun Spore will all cause chaos in your enemy's ranks, leaving them vulnerable.





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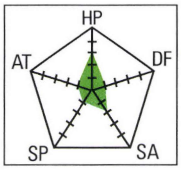


STATS

Y	LEV. 12/ROUTES 24, 25
R	LEV. 12/ROUTES 24, 25
B	NOT FOUND IN THE WILD

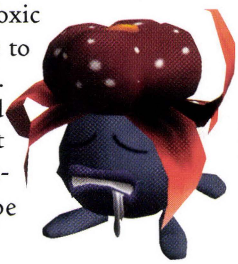
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

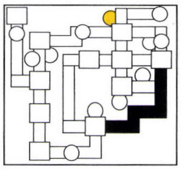
LEVEL 21

#44 GLOOM

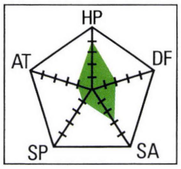
TYPE: GRASS POISON

Gloom is also great with the powder attacks, but you should also consider upgrading Absorb with Mega Drain and adding Toxic and Petal Dance to your arsenal. Solarbeam and Acid also exploit Gloom's Grass-and-Poison-type status.





AREA



STATS

Y	LEV. 29/ROUTE 12, 13
R	LEV. 28/ROUTE 12, 13
B	NOT FOUND IN THE WILD

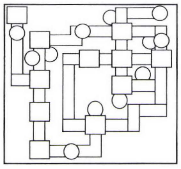
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

LEAF STONE

#45 VILEPLUME

TYPE: GRASS POISON

You'll want to mix and match these abilities once you evolve into Vileplume, who is the strongest in the family. Vileplume can also use two TMs—Body Slam and Hyper Beam—that Gloom and Oddish can't, so think about using them.



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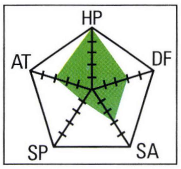


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

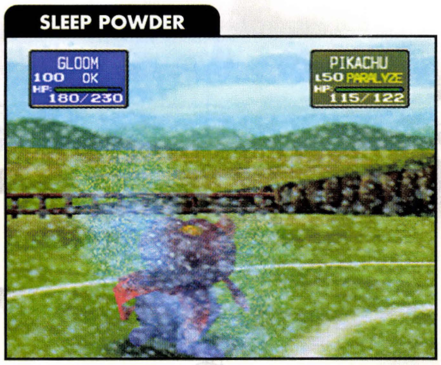
ABILITIES

ATTACK	TYPE	#43		#44		#45	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
ABSORB	GRS	-	-	-	-	-	-
POISON POWDER	PSN	15	15	-	-	-	-
STUN SPORE	GRS	17	17	-	-	-	-
SLEEP POWDER	GRS	19	19	-	-	-	-
ACID	PSN	24	24	28	28		
PETAL DANCE	GRS	33	33	38	38		
SOLARBEAM	GRS	46	46	52	52		

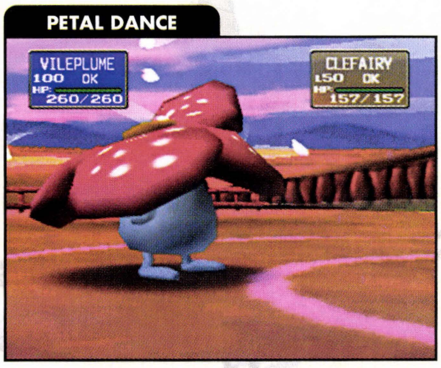
TM & HM ABILITIES

# ATTACK	TYPE	#43	#44	#45
03 SWORDS DANCE	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM			•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
20 RAGE	NRM	•	•	•
21 MEGA DRAIN	GRS	•	•	•
22 SOLARBEAM	GRS	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
01 CUT	NRM	•	•	•

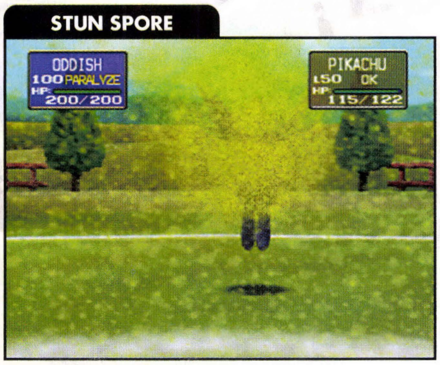
SLEEP POWDER



PETAL DANCE



STUN SPORE

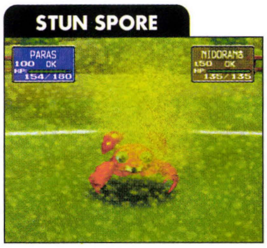


#46 PARAS

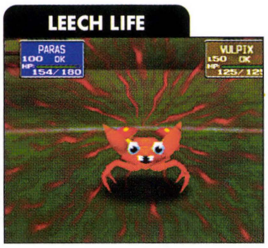
TYPE: BUG GRASS

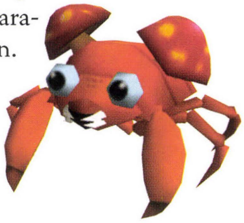
Paras is an excellent Pokémon to train for the lower Cups, because it can learn a ton of nasty TMs like Hyper Beam, Mega Drain, Dig and Body Slam. It's also a terrific lead Pokémon if you have Stun Spore and Toxic to paralyze and poison.

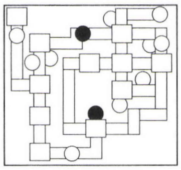
STUN SPORE


PARAS
100 OK
HP 154/180
NIDORAN♂
150 OK
HP 135/135

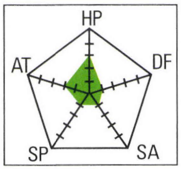
LEECH LIFE


PARAS
100 OK
HP 154/180
VULPIX
150 OK
HP 125/12





AREA



STATS

Y	LEV. 9/MT.MOON
R	LEV. 8/MT.MOON
B	LEV. 8/MT.MOON

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■■■	■□□□	■□□□	■□□□	■■■□	■□□□	■■■■	■□□□	■■■■	■■□□	■■■□	■■■□	■■□□

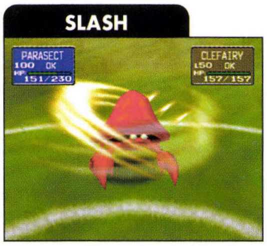
LEVEL 24

#47 PARASECT

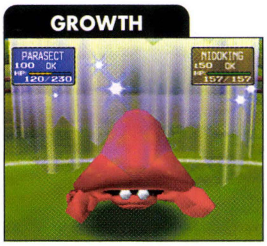
TYPE: BUG GRASS

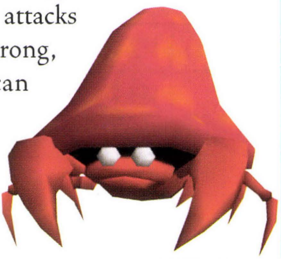
Parasect's Grass-type status makes it perfect against Water- and Ground-types, and since it has Bug-type attacks it can also hold its own against other Grass-types. None of its attacks are really strong, but it can learn lots of TMs.

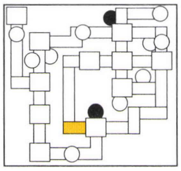
SLASH


PARASECT
100 OK
HP 151/230
CLEFAIRY
150 OK
HP 157/157

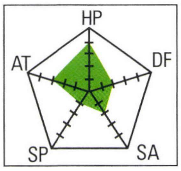
GROWTH


PARASECT
100 OK
HP 120/230
NIDOKING
150 OK
HP 157/157





AREA



STATS

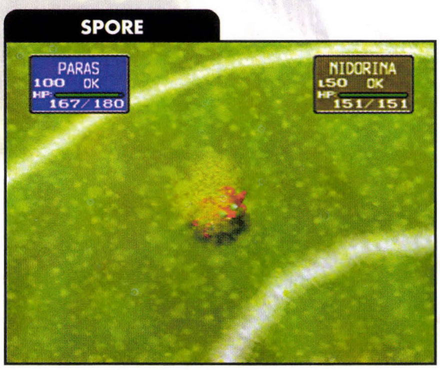
Y	LEV. 13/TRADE (ROUTE 18)
R	LEV.25/SAFARI ZONE
B	LEV.25/SAFARI ZONE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■■■	■□□□	■□□□	■□□□	■■■□	■□□□	■■■■	■□□□	■■■■	■■□□	■■■□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#46		#47	
SCRATCH	NRM	-	-	-	-
STUN SPORE	GRS	13	13	-	-
LEECH LIFE	BUG	20	20	20	-
SPORE	GRS	27	27	30	30
SLASH	NRM	34	34	39	39
GROWTH	NRM	41	41	48	48

SPORE

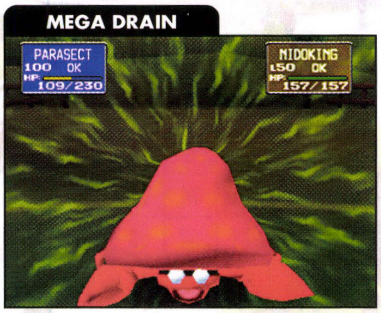

PARAS
100 OK
HP 167/180
NIDORINA
150 OK
HP 151/151

TM & HM ABILITIES

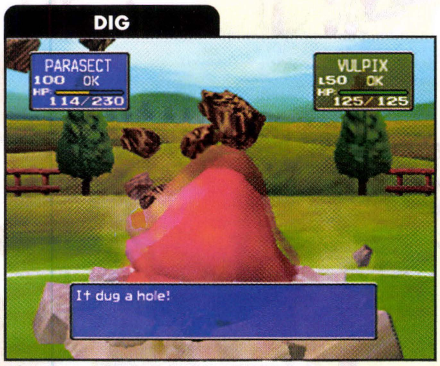
# ATTACK	TYPE	#46	#47
03 SWORDS DANCE	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
21 MEGA DRAIN	GRS	•	•
22 SOLARBEAM	GRS	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
01 CUT	NRM	•	•

To get Parasect into the Pika Cup, catch a Venonat under level 20 at Route 24 or 25 in Yellow. Trade it for Tangela at Cinnabar Island in Red or Blue, then trade that for Parasect at Yellow's Route 18.

MEGA DRAIN


PARASECT
100 OK
HP 109/230
NIDOKING
150 OK
HP 157/157

DIG


PARASECT
100 OK
HP 114/230
VULPIX
150 OK
HP 125/125

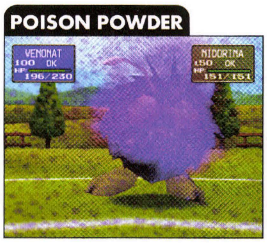
It dug a hole!

#48 VENONAT

TYPE: BUG POISON

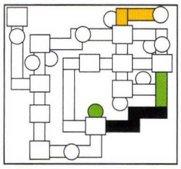
Venonat is best used as a confuser and poisoner, so teach it TMs accordingly. This is also a rare Pokémon that can learn lots of extra attacks if it is caught in the Yellow version—Razor Wind, Swift and Strength are some of them.

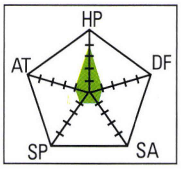
POISON POWDER


VENONAT
100 OK
HP: 196/230
NIDORINA
L50 OK
HP: 151/151

STUN SPORE

VENONAT
100 OK
HP: 145/230
NIDORINA
L50 OK
HP: 151/151


AREA



STATS

Y	LEV. 13/ROUTES 24, 25
R	LEV. 22/SAFARI ZONE
B	LEV. 22/SAFARI ZONE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■■□	■■□□	■■□□	■□□□	■■□□	■□□□	■■□□	■■□□	■■■□	■■■□	■■■□	■■■□	■■□□

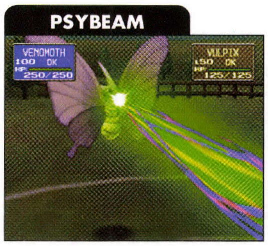
LEVEL 31

#49 VENOMOTH

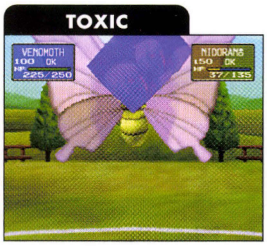
TYPE: BUG POISON

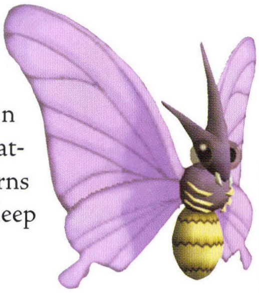
Venomoth can also learn several special TMs if it is caught on the Yellow version, but even if it's from Red or Blue it can be a powerful fighter. It's stronger than Venonat in almost every category and learns Psychic and Sleep Powder.

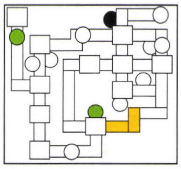
PSYBEAM

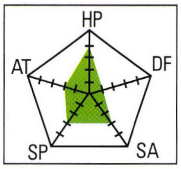

VENOMOTH
100 OK
HP: 250/250
VULPIX
L50 OK
HP: 125/125

TOXIC


VENOMOTH
100 OK
HP: 225/250
NIDORAN♂
L50 OK
HP: 37/135




AREA



STATS

Y	LEV. 30/ROUTES 14, 15
R	LEV. 31/SAFARI ZONE
B	LEV. 31/SAFARI ZONE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■■□	■■□□	■■□□	■□□□	■■□□	■□□□	■■□□	■■□□	■■■□	■■■□	■■■□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#48		#49	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
DISABLE	NRM	-	-	-	-
SUPERSONIC	NRM	11		-	
CONFUSION	PSY	19		-	
POISONPOWDER	PSN	22	24	-	-
LEECH LIFE	BUG	27	27	-	-
STUN SPORE	GRS	30	30	-	-
PSYBEAM	PSY	35	35	38	38
SLEEP POWDER	GRS	38	38	43	43
PSYCHIC	PSY	43	43	50	50

SLEEP POWDER

VENONAT
100 OK
HP: 95/230
VULPIX
L50 OK
HP: 99/125

TM & HM ABILITIES

# ATTACK	TYPE	#48	#49
02 RAZOR WIND	NRM	●	●
04 WHIRLWIND	NRM	●	●
06 TOXIC	PSN	●	●
09 TAKE DOWN	NRM	●	●
10 DOUBLE-EDGE	NRM	●	●
15 HYPER BEAM	NRM	●	●
20 RAGE	NRM	●	●
21 MEGA DRAIN	GRS	●	●
22 SOLARBEAM	GRS	●	●
29 PSYCHIC	PSY	●	●
30 TELEPORT	PSY	●	●
31 MIMIC	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
34 BIDE	NRM	●	●
39 SWIFT	NRM	●	●
44 REST	PSY	●	●
46 PSYWAVE	PSY	●	●
50 SUBSTITUTE	NRM	●	●
04 STRENGTH	NRM	●	●

LEECH LIFE

VENOMOTH
100 PARALYZE
HP: 126/250
NIDORAN♂
L50 OK
HP: 37/135

PSYCHIC

VENOMOTH
100 OK
HP: 204/250
NIDORINO
L50 OK
HP: 142/142

#50 DIGLETT

TYPE: GROUND

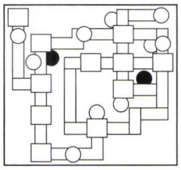
Diglett is fast, so you should train one to be your lead Pokémon in the Petit Cup. You won't be able to wait for it to learn good attacks, however, so consider teaching it Dig, Body Slam or Hyper Beam if it's from a Yellow game.

SAND ATTACK

DIGLETT
100 OK
HP: 79/130
NIDORAN♂
150 PARALYZE
HP: 135/135

DIG

DIGLETT
125 OK
HP: 51/ 51
GASTLY
125 OK
HP: 51/ 61



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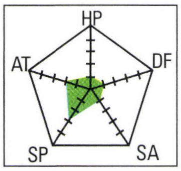


STATS

Y	LEV. 15/DIGLETT'S CAVE
R	LEV. 15/DIGLETT'S CAVE
B	LEV. 15/DIGLETT'S CAVE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■■□	□□□□	■■■□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■□□□	■■□□

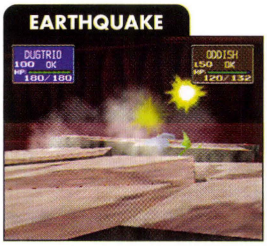
LEVEL 26

#51 DUGTRIO

TYPE: GROUND

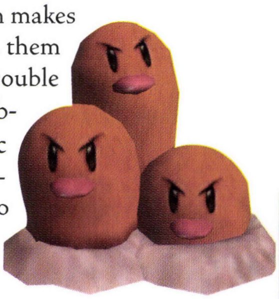
Dugtrio is also among the faster Pokémon, and its speed more than makes up for weak defense. Beware of physical attacks on it—try to avoid them with Dig, Double Team or Substitute. Toxic is an excellent attack to back up Earthquake.

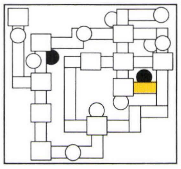
EARTHQUAKE


DUGTRIO
100 OK
HP: 180/180
ODDISH
150 OK
HP: 120/132

FISSURE

DUGTRIO
100 OK
HP: 180/180
JIGGLYPUFF
150 OK
HP: 202/202





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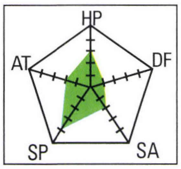


STATS

Y	LEV. 15/TRADE (ROUTE 11)
R	LEV. 29/DIGLETT'S CAVE
B	LEV. 29/DIGLETT'S CAVE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■■□	□□□□	■■■□	■■■□	■■□□	■□□□	■■□□	■□□□	■■□□	■■□□	■□□□	■■□□

ABILITIES

ATTACK	TYPE	#50		#51	
		🟨	🟥🟦	🟨	🟥🟦
SCRATCH	NRM	-	-	-	-
GROWL	NRM	-	-	-	-
DIG	GRD	19	19	-	-
SAND-ATTACK	NRM	24	24	-	-
SLASH	NRM	31	31	35	35
EARTHQUAKE	GRD	40	40	47	47

To enter the Pika Cup with Dugtrio, catch a Slowbro under level 20 at Route 12 of Yellow. Trade it for a Lickitung at Route 18 of Red or Blue, then trade that for a Dugtrio at Route 11 of Yellow.

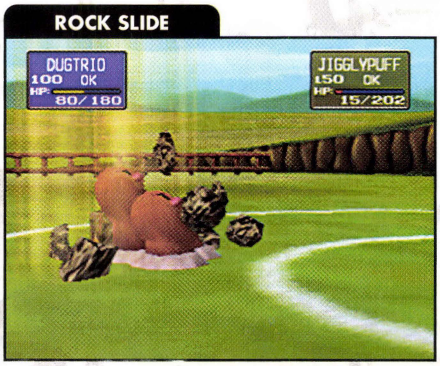
TM & HM ABILITIES

# ATTACK	TYPE	#50	#51
06 TOXIC	PSN	●	●
08 BODY SLAM	NRM	●	●
09 TAKE DOWN	NRM	●	●
10 DOUBLE-EDGE	NRM	●	●
15 HYPER BEAM	NRM	🟡	🟡
20 RAGE	NRM	●	●
26 EARTHQUAKE	GRD	●	●
27 FISSURE	GRD	●	●
28 DIG	GRD	●	●
31 MIMIC	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
34 BIDE	NRM	●	●
44 REST	PSY	●	●
48 ROCK SLIDE	RCK	●	●
50 SUBSTITUTE	NRM	●	●
01 CUT	NRM	🟡	🟡

SLASH

DIGLETT
100 OK
HP: 130/130
CLEFAIRY
150 OK
HP: 157/157

ROCK SLIDE

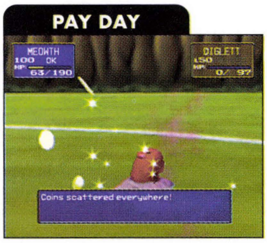

DUGTRIO
100 OK
HP: 80/180
JIGGLYPUFF
150 OK
HP: 15/202

#52 MEOWTH

TYPE: NORMAL

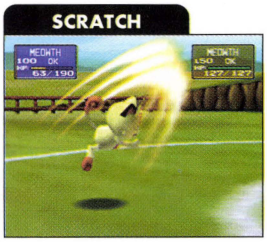
While Pay Day and Bite are decent attacks, you may want to build Meowth up a little with TMs such as Body Slam and Double-Edge, both of which play well to Meowth's Normal-type status. Water- or Electric-type TMs are good for a surprise.

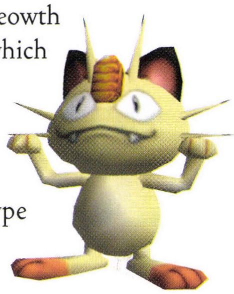
PAY DAY

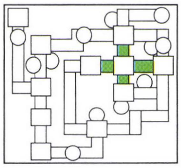

MEOWTH
100 OK
HP:
63/190
DIGLETT
L50
HP:
0/ 97

Coins scattered everywhere!

SCRATCH


MEOWTH
100 OK
HP:
63/190
MEOWTH
L50 OK
HP:
127/127





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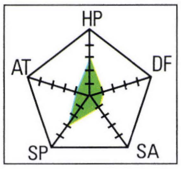


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	LEV. 10/ROUTES 5, 6

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

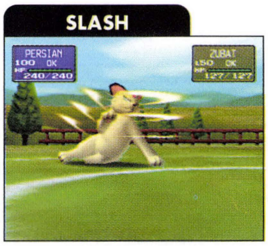
LEVEL 28

#53 PERSIAN

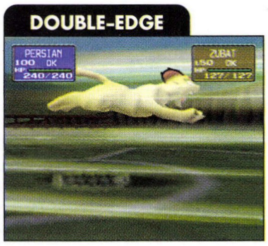
TYPE: NORMAL

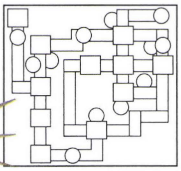
Once you evolve Meowth into Persian, its stats shoot way up. By using Carbos you can ensure Persian will be the fastest Pokémon out there, and equipped with Slash, Body Slam and Hyper Beam, it'll be vicious—if a bit weak on defense.

SLASH


PERSIAN
100 OK
HP:
240/240
ZUBAT
L50 OK
HP:
127/127

DOUBLE-EDGE


PERSIAN
100 OK
HP:
240/240
ZUBAT
L50 OK
HP:
127/127



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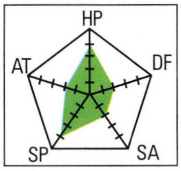


STATS

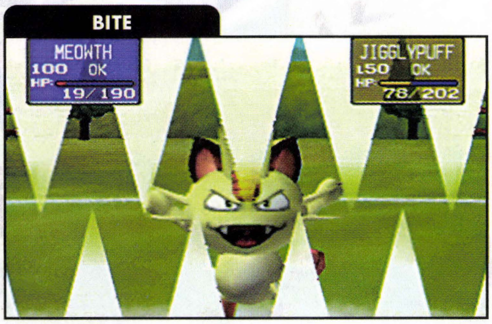
Y	NOT FOUND IN THE WILD
	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

ABILITIES

ATTACK	TYPE	#52		#53	
		🟨	🟥🟦	🟨	🟥🟦
SCRATCH	NRM		-		-
GROWL	NRM		-		-
BITE	NRM		12		-
PAY DAY	NRM		17		-
SCREECH	NRM		24		-
FURY SWIPES	NRM		33		37
SLASH	NRM		44		51

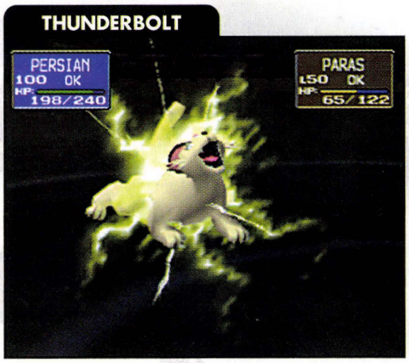
BITE


MEOWTH
100 OK
HP:
19/190
JIGGLYPUFF
L50 OK
HP:
78/202

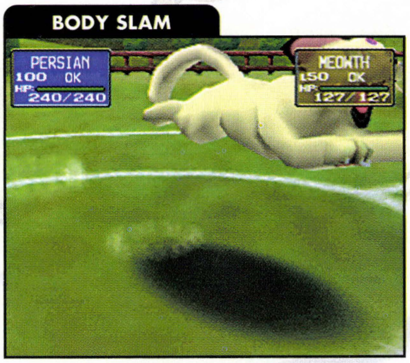
TM & HM ABILITIES

# ATTACK	TYPE	#52	#53
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
15 HYPER BEAM	NRM		•
16 PAY DAY	NRM	•	•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

THUNDERBOLT


PERSIAN
100 OK
HP:
198/240
PARAS
L50 OK
HP:
65/122

BODY SLAM

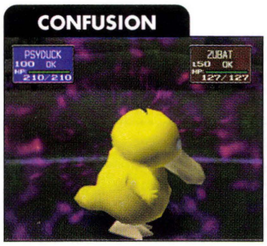

PERSIAN
100 OK
HP:
240/240
MEOWTH
L50 OK
HP:
127/127

#54 PSYDUCK

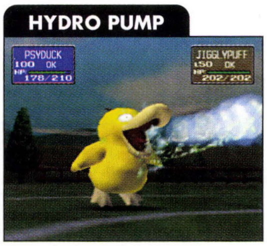
TYPE: WATER

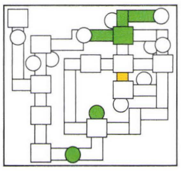
Once it gets over its headache, Psyduck can be quite an effective fighter against Fire- and Ground-types. Teach it Bubblebeam or Surf as well as Ice Beam or Blizzard, then round it out with Dig in case you're caught off guard.

CONFUSION


PSYDUCK
100 OK
HP 210/210
ZUBAT
L50 OK
HP 127/127

HYDRO PUMP


PSYDUCK
100 OK
HP 178/210
JIGGLYPUFF
L50 OK
HP 202/202



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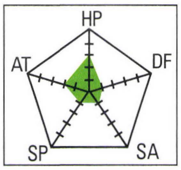


STATS

Y	LEV. 15/ROUTE 6
R	LEV. 15/FISHING (ROUTES 24,25,SAFARI ZONE,CERULEAN CITY)
B	LEV. 15/FISHING (ROUTES 24,25,SAFARI ZONE,CERULEAN CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜

LEVEL 33

#55 GOLDUCK

TYPE: WATER

Goldduck is also especially good with Water-, Ice- and Ground-type attacks, so consider the same attacks as Psyduck's. Hydro Pump is the strongest Water-type attack, but you should try to use PP Ups to increase its availability.

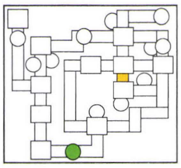
DIG

GOLDUCK
100 OK
HP 240/270
DIGLETT
L50 OK
HP 97/97

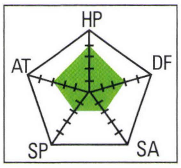
It dug a hole!

FURY SWIPES

GOLDUCK
100 OK
HP 240/270
PARAS
L50 OK
HP 122/122



AREA



STATS

Y	LEV. 33/ROUTE 6
R	LEV. 38/SEAFOAM ISLAND
B	LEV. 37/SEAFOAM ISLAND

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜

ABILITIES

ATTACK	TYPE	#54		#55	
		🟨	🟥🟦	🟨	🟥🟦
SCRATCH	NRM	-	-	-	-
TAIL WHIP	NRM	28	28	28	-
DISABLE	NRM	31	31	31	-
CONFUSION	PSY	36	36	39	39
FURY SWIPES	NRM	43	43	48	48
HYDRO PUMP	WTR	52	52	59	59

TM & HM ABILITIES

# ATTACK	TYPE	#54	#55
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
16 PAY DAY	NRM	•	•
17 SUBMISSION	FTG	•	•
18 COUNTER	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR	•	•
04 STRENGTH	NRM	•	•

ICE BEAM

PSYDUCK
100 OK
HP: 210/210
ODDISH
L50 OK
HP: 132/132

SURF

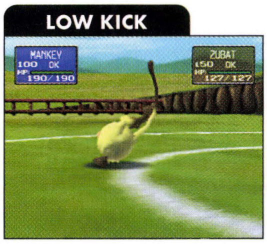
GOLDUCK
100 OK
HP: 240/270
MEOWTH
L50 OK
HP: 127/127

#56 MANKEY

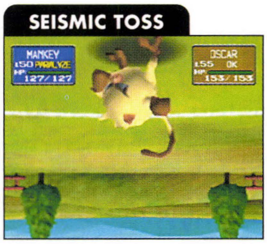
TYPE: FIGHTING

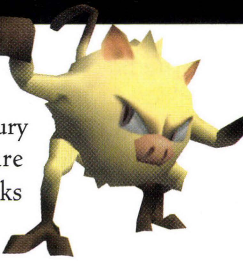
This frenetic little Fighting-type is excellent against Rock- and Normal-types, but be sure to retreat if you see a Psychic-type. Low Kick and Fury Swipes are great attacks it'll learn on its own—try adding Submission or Seismic Toss.

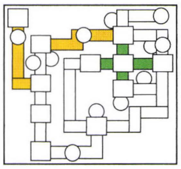
LOW KICK


MANKEY
100 OK
HP: 190/190
ZUBAT
150 OK
HP: 127/127

SEISMIC TOSS


MANKEY
150 PARALYZE
HP: 127/127
OSCAR
155 OK
HP: 153/153





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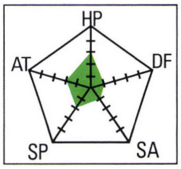


STATS

Y	LEV. 3/ROUTE 22
R	LEV. 10/ROUTES 5,6
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■■□	■□□□	■□□□	■■□□

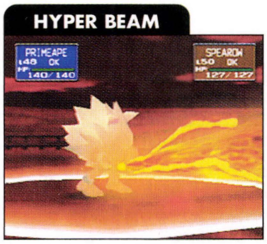
LEVEL 28

#57 PRIMEAPE

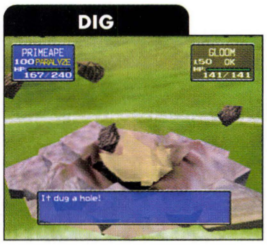
TYPE: FIGHTING

Primeape is just like Mankey except more powerful, and it has the extra advantage of being able to learn Hyper Beam. Dig is a nice Ground-type attack to equip it with, while Body Slam is useful for paralyzing anyone dangerous.

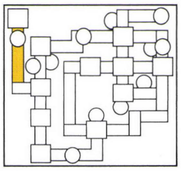
HYPER BEAM


PRIMEAPE
148 OK
HP: 140/140
SPEAROW
150 OK
HP: 127/127

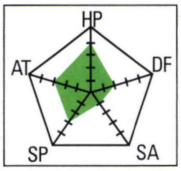
DIG


PRIMEAPE
100 PARALYZE
HP: 167/240
GLOOM
150 OK
HP: 141/141

It dug a hole!



AREA



STATS

Y	LEV. 41/ROUTE 23
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■■□	■□□□	■□□□	■■□□

ABILITIES

ATTACK	TYPE	#56		#57	
		🟨	🟥🟦	🟨	🟥🟦
SCRATCH	NRM	-	-	-	-
LEER	NRM	-	-	-	-
LOW KICK	FTG	9		-	
KARATE CHOP	NRM	15	15	-	-
FURY SWIPES	NRM	21	21	-	-
FOCUS ENERGY	NRM	27	27	-	-
RAGE	NRM			28	
SEISMIC TOSS	FTG	33	33	37	37
SCREECH	NRM	39		45	
THRASH	NRM	45	39	46	46

TM & HM ABILITIES

# ATTACK	TYPE	#56	#57
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
16 PAY DAY	NRM	•	•
17 SUBMISSION	FTG	•	•
18 COUNTER	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
35 METRONOME	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
48 ROCK SLIDE	RCK	•	•
50 SUBSTITUTE	NRM	•	•
04 STRENGTH	NRM	•	•

SUBMISSION

PRIMEAPE
100 OK
HP: 208/240
GLOOM
150 OK
HP: 141/141

#58 GROWLITHE

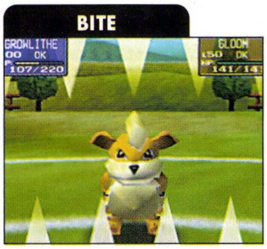
PI PE

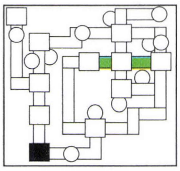
TYPE: FIRE

Growlithe's jaws are well equipped to deliver a powerful Bite, and if you don't think Ember is powerful enough, set it up with Fire Blast. You'll catch opponents unawares with Dig, and Swift will ensure that you get the first attack.

AGILITY

BITE





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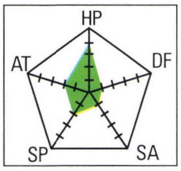


STATS

Y	LEV. 26/POKéMON MANSION
R	LEV. 15/ROUTE 8
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■□□□	■■■□	■■□□

FIRE STONE

#59 ARCANINE

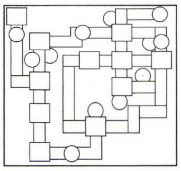
PI

TYPE: FIRE

Arcanine is vastly superior to Growlithe in every statistical category, but if you can hold off evolving Growlithe long enough to learn Flamethrower, you'll be happy. Dig is still a great attack, and Hyper Beam is the best finisher.

HYPER BEAM

DRAGON RAGE



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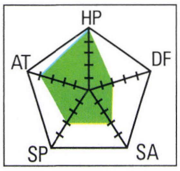


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■■■□	■■□□	■□□□	■■□□	■■□□	■■□□	■■■□	■■□□	■■□□	■□□□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#58		#59	
		🟨	🟥🟦	🟨	🟥🟦
BITE	NRM	-	-	-	-
ROAR	NRM	-	-	-	-
EMBER	FIR	-	18		
LEER	NRM	-	23		
TAKE DOWN	NRM	30	30		
AGILITY	PSY	39	39		
FLAMETHROWER	FIR	50	50		

FLAMETHROWER

TM & HM ABILITIES

# ATTACK	TYPE	#58	#59
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
23 DRAGON RAGE	DRG	•	•
28 DIG	GRD	•	•
30 TELEPORT	PSY		•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
38 FIRE BLAST	FIR	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

DIG

ARCANINE
:100 OK
HP: 290/290
GROWLITHE
:50 OK
HP: 139/139

It dug a hole!

FIRE BLAST

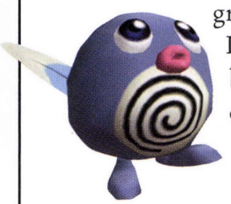
ARCANINE
:100 OK
HP: 144/290
ABRA
:50 OK
HP: 59/112

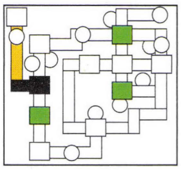
#60 POLIWAG

TYPE: WATER

PI PE

Poliwag is obviously best suited to Water-type attacks, but you should upgrade its Bubble attack with the TM Bubblebeam. Hypnosis is great for putting Pokémon to sleep, but once they're out cold, you'll destroy them if you have Psychic.





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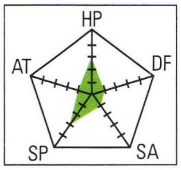


STATS

Y	**LEV. 5/FISHING (ROUTE 22, VIRIDIAN CITY)**
R	**LEV. 10/FISHING**
B	**LEV. 10/FISHING**

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	

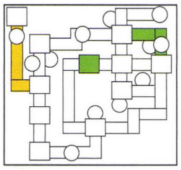
LEVEL 25

#61 POLIWHIRL

TYPE: WATER

PI

The beauty of Poliwhirl is that even though it hasn't yet become part Fighting-type, it can learn plenty of Fighting-type TMs like Mega Punch and Seismic Toss. Be sure to keep Body Slam for paralysis and at least one Water-type attack.



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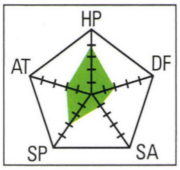


STATS

Y	**LEV. 15/FISHING (ROUTE 22)**
R	**LEV. 23/FISHING (ROUTE 10, CELADON CITY)**
B	**LEV. 23/FISHING (ROUTE 10, CELADON CITY)**

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	

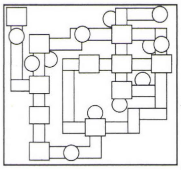
WATER STONE

#62 POLIWRATH

TYPE: WATER FIGHTING

PI

Body Slam is the perfect attack for Poliwrath to lead with, because its high Attack rating will deal lots of damage and possibly paralyze the opponent. Use Amnesia to put its Special through the roof, then use Hydro Pump and Hyper Beam.



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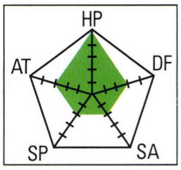


STATS

Y	**NOT FOUND IN THE WILD**
R	**NOT FOUND IN THE WILD**
B	**NOT FOUND IN THE WILD**

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦🟦⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	

ABILITIES

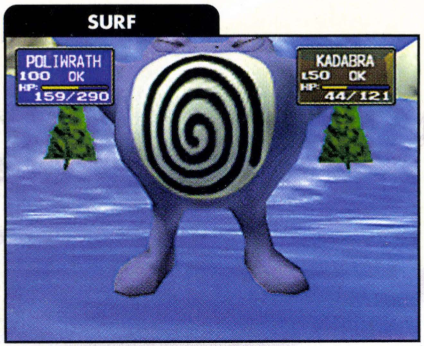
ATTACK	TYPE	#60		#61		#62	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
BUBBLE	WTR	-	-	-	-	-	-
HYPNOSIS	PSY	16	16	16	-	16	-
WATER GUN	WTR	19	19	19	-	19	-
DOUBLESLAP	NRM	25	25	26	26		
BODY SLAM	NRM	31	31	33	33		
AMNESIA	PSY	38	38	41	41		
HYDRO PUMP	WTR	45	45	49	49		

TM & HM ABILITIES

# ATTACK	TYPE	#60	#61	#62
01 MEGA PUNCH	NRM		•	•
05 MEGA KICK	NRM		•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
11 BUBBLEBEAM	WTR	•	•	•
12 WATER GUN	WTR	•	•	•
13 ICE BEAM	ICE	•	•	•
14 BLIZZARD	ICE	•	•	•
15 HYPER BEAM	NRM			•
17 SUBMISSION	FTG		•	•
18 COUNTER	FTG		•	•
19 SEISMIC TOSS	FTG		•	•
20 RAGE	NRM	•	•	•
26 EARTHQUAKE	GRD		•	•
27 FISSURE	GRD		•	•
29 PSYCHIC	PSY	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
34 BIDE	NRM	•	•	•
35 METRONOME	NRM		•	•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
46 PSYWAVE	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
03 SURF	WTR	•	•	•
04 STRENGTH	NRM		•	•

HYPNOSIS

SURF

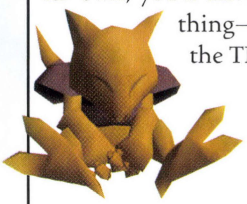


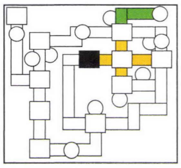
#63 ABRA

TYPE: PSYCHIC

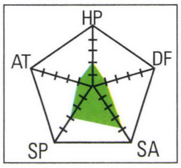
PI PE

Abra will be the fastest Psychic Pokémon that's eligible for the Petit Cup, so you can be assured of getting the first strike. Since it won't learn anything on its own, you'll have to teach it everything—make sure one of the TMs is Psychic.





AREA



STATS

Y	LEV. 7/ROUTES 5, 6
R	LEV. 8/ROUTE 24
B	LEV. 6/EVENT (CELADON CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■□□□	■■■□	■■□□	□□□□	

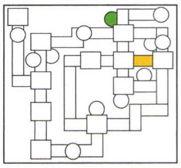
LEVEL 16

#64 KADABRA

TYPE: PSYCHIC

PI

Like Abra, Kadabra's biggest asset is its speed—it's the fastest of the genuine Psychic-types. Use this speed to your advantage by paralyzing the opponent with Thunder Wave or by setting up a dummy Pokémon with the TM Substitute.



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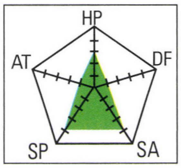


STATS

Y	LEV. 20/ROUTE 8
R	LEV. 49/UNKNOWN DUNGEON
B	LEV. 49/UNKNOWN DUNGEON

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■□□□	■■■□	■■□□	□□□□	

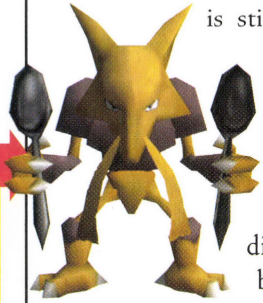
TRADE

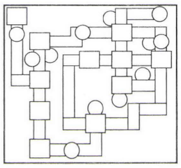
#65 ALAKAZAM

TYPE: PSYCHIC

PI

The same recommendations for Kadabra hold true for Alakazam. Thunder Wave is still great, and the powerful Psychic should be in its arsenal. Recover is essential for long fights, and Dig may be the difference in close battles.





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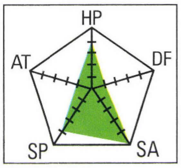


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■□□□	■■■□	■■□□	□□□□	

ABILITIES

ATTACK	TYPE	#63		#64		#65	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
TELEPORT	PSY	-	-	-	-	-	-
KINESIS	PSY			*	*	*	*
CONFUSION	PSY			16	16	16	16
DISABLE	NRM			20	20	20	20
PSYBEAM	PSY			27	27	27	27
RECOVER	NRM			31	31	31	31
PSYCHIC	PSY			38	38	38	38
REFLECT	PSY			42	42	42	42

* In Yellow, if evolved from Abra it will not learn this ability.

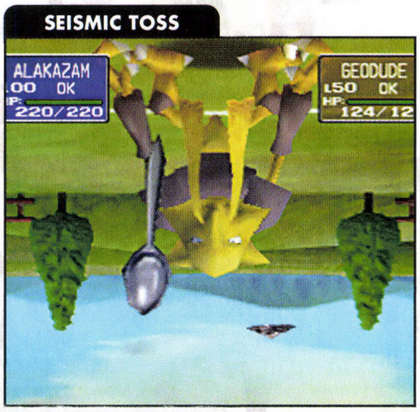
PSYCHIC

ABRA
100 OK
HP
60/160
ABRA
L50 OK
HP
29/112

TM & HM ABILITIES

# ATTACK	TYPE	#63	#64	#65
01 MEGA PUNCH	NRM	●	●	●
05 MEGA KICK	NRM	●	●	●
06 TOXIC	PSN	●	●	●
08 BODY SLAM	NRM	●	●	●
09 TAKE DOWN	NRM	●	●	●
10 DOUBLE-EDGE	NRM	●	●	●
15 HYPER BEAM	NRM			●
17 SUBMISSION	FTG	●	●	●
18 COUNTER	FTG	●	●	●
19 SEISMIC TOSS	FTG	●	●	●
20 RAGE	NRM	●	●	●
28 DIG	GRD		●	●
29 PSYCHIC	PSY	●	●	●
30 TELEPORT	PSY	●	●	●
31 MIMIC	NRM	●	●	●
32 DOUBLE TEAM	NRM	●	●	●
33 REFLECT	PSY	●	●	●
34 BIDE	NRM	●	●	●
35 METRONOME	NRM	●	●	●
40 SKULL BASH	NRM	●	●	●
44 REST	PSY	●	●	●
45 THUNDER WAVE	ELC	●	●	●
46 PSYWAVE	PSY	●	●	●
49 TRI ATTACK	NRM	●	●	●
50 SUBSTITUTE	NRM	●	●	●
05 FLASH	NRM	●	●	●

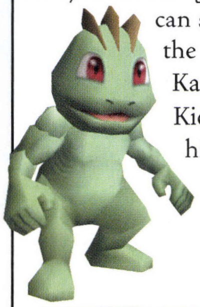
SEISMIC TOSS



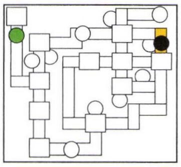
#66 MACHOP

PI PE

TYPE: FIGHTING



Machop is still an evolution or two away from being very powerful, but it can still be a great asset in the Pika and Petit Cups. Karate Chop and Low Kick work well with its high Attack rating, and you can mix it up a bit with Dig.



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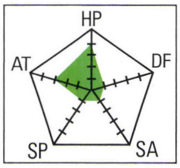


STATS

Y	LEV. 16/ROUTE 10
R	LEV. 15/ROCK TUNNEL
B	LEV. 15/ROCK TUNNEL

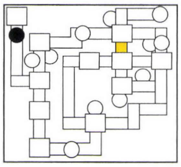
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	■■□□	■■□□	■■□□	■■■□
PSYCHIC	BUG	ROCK	GHOST	
■■■□	■□□□	■□□□	■■□□	

LEVEL 28

#67 MACHOKE

TYPE: FIGHTING

All three of these Fighting-type evolutions have the ability to diversify their attack portfolios, so feel free to be creative. Enemies won't expect a Fire Blast after a Seismic Toss, or a Rock Slide after you use Submission.



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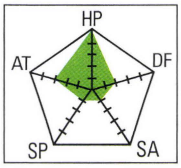


STATS

Y	LEV. 39/VICTORY ROAD
R	LEV. 41/VICTORY ROAD
B	LEV. 41/VICTORY ROAD

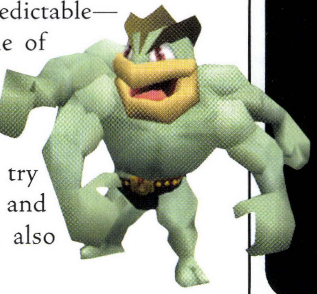
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	■■□□	■■□□	■■□□	■■■□
PSYCHIC	BUG	ROCK	GHOST	
■■■□	■□□□	■□□□	■■□□	

TRADE

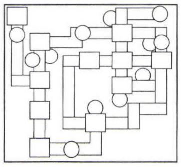
#68 MACHAMP

PI

TYPE: FIGHTING



Be sure to equip Machamp with several Fighting-type techniques as well as something unpredictable—it's the only one of these three who can use Hyper Beam, so you may want to try that. Body Slam and Earthquake are also excellent.



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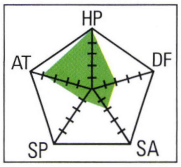


STATS

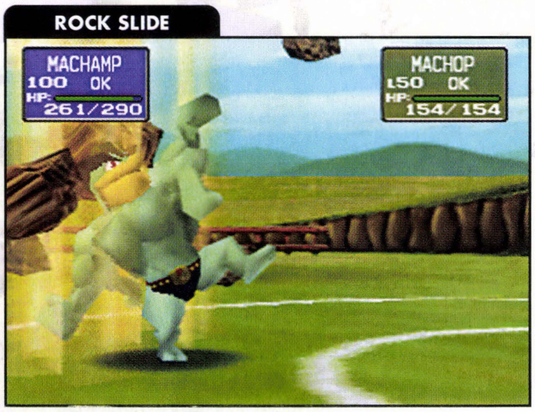
Y	LEV. 16/TRADE (ROUTE 5)
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	■■□□	■■□□	■■□□	■■■□
PSYCHIC	BUG	ROCK	GHOST	
■■■□	■□□□	■□□□	■■□□	

ABILITIES

ATTACK	TYPE	#66		#67		#68	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
KARATE CHOP	NRM	-	-	-	-	-	-
LOW KICK	FTG	20	20	20	-	20	-
LEER	NRM	25	25	25	-	25	-
FOCUS ENERGY	NRM	32	32	36	36	36	36
SEISMIC TOSS	FTG	39	39	44	44	44	44
SUBMISSION	FTG	46	46	52	52	52	52

ROCK SLIDE

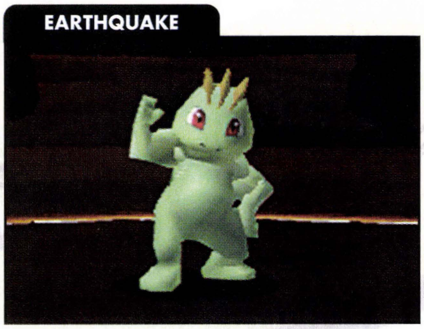


TM & HM ABILITIES

# ATTACK	TYPE	#66	#67	#68
01 MEGA PUNCH	NRM	•	•	•
05 MEGA KICK	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
17 SUBMISSION	FTG	•	•	•
18 COUNTER	FTG	•	•	•
19 SEISMIC TOSS	FTG	•	•	•
20 RAGE	NRM	•	•	•
26 EARTHQUAKE	GRD	•	•	•
27 FISSURE	GRD	•	•	•
28 DIG	GRD	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
34 BIDE	NRM	•	•	•
35 METRONOME	NRM	•	•	•
38 FIRE BLAST	FIR	•	•	•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
48 ROCK SLIDE	RCK	•	•	•
50 SUBSTITUTE	NRM	•	•	•
04 STRENGTH	NRM	•	•	•

PI To enter Machamp in the Pika Cup, catch a Cubone under level 20 and trade it with the Trainer on Route 5 in Yellow for a low-level Machoke. One more trade until you have Machamp!

EARTHQUAKE

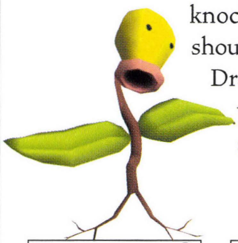


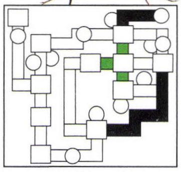
#69 BELLSPROUT

PI PE

TYPE: GRASS POISON

With the proper combination of Wrap, Poison Powder and Sleep Powder, you can potentially immobilize any Pokémon from the word go and slowly knock it out. You should teach it Mega Drain and upgrade your Poison-type attacks with Toxic.





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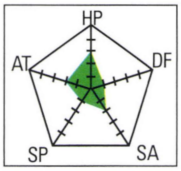


STATS

Y	LEV. 12/ROUTES 24, 25
R	NOT FOUND IN THE WILD
B	LEV. 12/ROUTES 24, 25

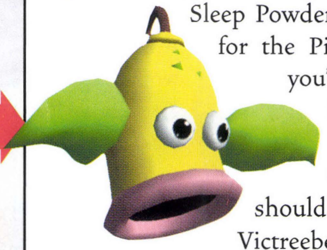
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

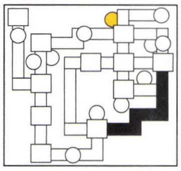
LEVEL 21

#70 WEEPINBELL

TYPE: GRASS POISON

Stun Spore adds a whole new level to the immobilization method by paralyzing the enemy. Also hang onto Wrap, Sleep Powder and Toxic for the Pika Cup. If you're fighting in the Poké or Prime Cup, you should evolve into Victreebel.





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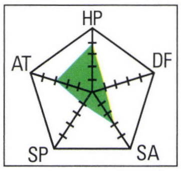


STATS

Y	LEV. 29/ROUTES 12, 13
R	NOT FOUND IN THE WILD
B	LEV. 28/ROUTES 12, 13

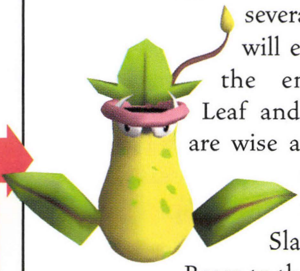
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

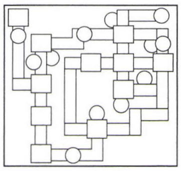
LEAF STONE

#71 VICTREEBEL

TYPE: GRASS POISON

You should take the same approach when training your Victreebel, keeping several attacks that will effectively stall the enemy. Razor Leaf and Mega Drain are wise additions, and think about adding Body Slam and Hyper Beam to the mix.





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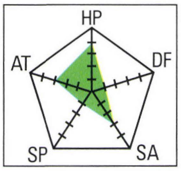


STATS

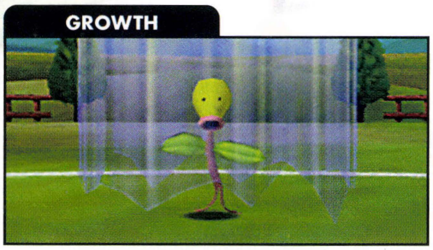
Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■■□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■□□□	■■□□	■■□□	■■■□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■■□	■■■■	■■□□	■■□□	

ABILITIES

ATTACK	TYPE	#69		#70		#71	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
VINE WHIP	GRS	-	-	-	-	-	-
GROWTH	NRM	-	-	-	-	-	-
WRAP	NRM	13	13	-	-	-	-
POISON POWDER	PSN	15	15	-	-	-	-
SLEEP POWDER	GRS	18	18	-	-	-	-
STUN SPORE	GRS	21	21	23	23		
ACID	PSN	26	26	29	29		
RAZOR LEAF	GRS	33	33	38	38		
SLAM	NRM	42	42	49	49		

GROWTH



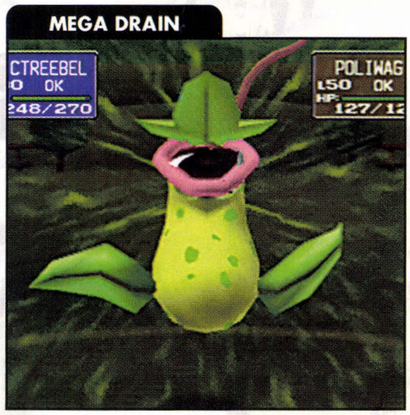
TM & HM ABILITIES

# ATTACK	TYPE	#69	#70	#71
03 SWORDS DANCE	NRM	•	•	•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM			•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
20 RAGE	NRM	•	•	•
21 MEGA DRAIN	GRS	•	•	•
22 SOLARBEAM	GRS	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
44 REST	PSY	•	•	•
50 SUBSTITUTE	NRM	•	•	•
01 CUT	NRM	•	•	•

RAZOR LEAF

EEPINBELL
OO OK
140/240
ABRA
L50 OK
HP:
112/1

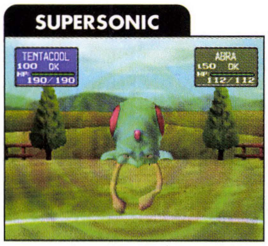
MEGA DRAIN



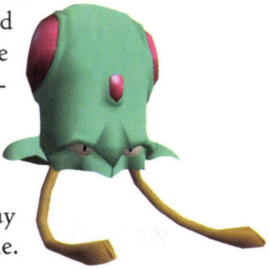
#72 TENTACOOL

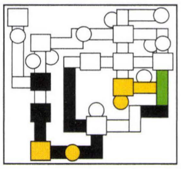
TYPE: WATER POISON

Tentacool's Water-and-Poison-type status is quite rare, so you should exploit it with attacks like Surf and Toxic. Ice Beam is another good attack to have in your arsenal, and you can always count on Wrap to buy you some time.


SUPERSONIC
TENTACOOL
100 OK
HP 190/190
ABRA
150 OK
HP 112/112

BARRIER
TENTACOOL
100 OK
HP 190/190
SLOWPOKE
150 OK
HP 174/174

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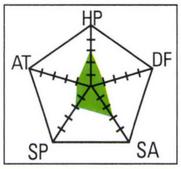


STATS

Y	LEV. 5/ROUTES 19,20 & 21,FISHING (ROUTE 17)
R	LEV. 5/ROUTES 19,20 & 21,FISHING (ROUTES 12,13,17 & 18)
B	LEV. 5/ROUTES 19,20 & 21,FISHING (ROUTES 12,13,17 & 18)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■□□	■□□□	■□□□	■□□□	■■■□	■■□□	■■■□	■■■□	■■□□	■■□□

LEVEL 30

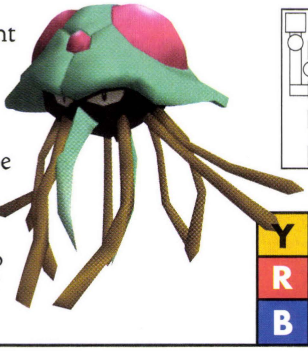
#73 TENTACRUEL

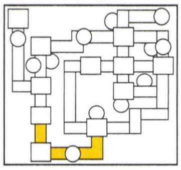
TYPE: WATER POISON

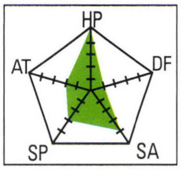
When Tentacool evolves into Tentacruel, its Special, Speed and Hit Point ratings skyrocket. Barrier and Screech are excellent defensive moves, while Hydro Pump and Toxic should be your go-to attacks. Try Mega Drain to catch others off guard.

SURF
TENTACRUEL
100 PARALYZE
HP 107/270
ABRA
150 POISON
HP 91/112

TOXIC
TENTACRUEL
100 OK
HP 157/270
ABRA
150 OK
HP 112/112




AREA



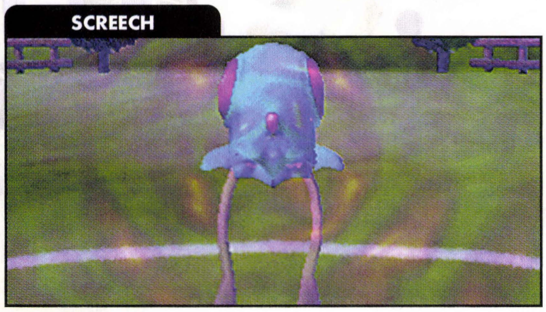
STATS

Y	LEV. 20/FISHING (ROUTE 20)
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■□□	■□□□	■□□□	■□□□	■■■□	■■□□	■■■□	■■■□	■■□□	■■□□

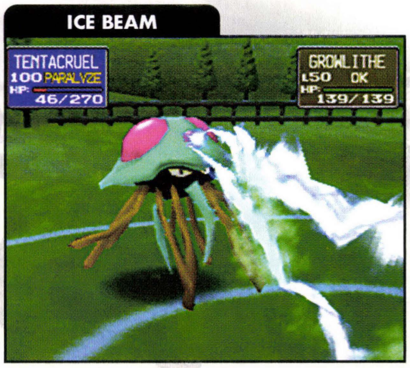
ABILITIES

ATTACK	TYPE	#72		#73	
ACID	PSN	-	-	-	-
SUPERSONIC	NRM	7	7	-	-
WRAP	NRM	13	13	-	-
POISON STING	PSN	18	18	-	-
WATER GUN	WTR	22	22	22	-
CONSTRICT	NRM	27	27	27	-
BARRIER	PSY	33	33	35	35
SCREECH	NRM	40	40	43	43
HYDRO PUMP	WTR	48	48	50	50


SCREECH

TM & HM ABILITIES

# ATTACK	TYPE	#72	#73
03 SWORDS DANCE	NRM	•	•
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
21 MEGA DRAIN	GRS	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
01 CUT	NRM	•	•
03 SURF	WTR	•	•

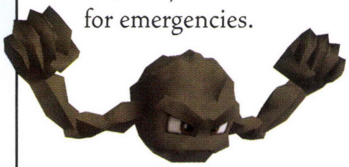

ICE BEAM
TENTACRUEL
100 PARALYZE
HP 46/270
GROWLITHE
150 OK
HP 139/139

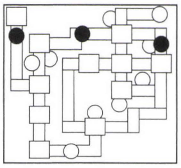
#74 GEODUDE

TYPE: ROCK GROUND

PI PE

All three of these Rock-and-Ground-type Pokémon are strong, but you need to clear out if you see Water-, Ice-, Fighting- or Grass-types. Geodude works best with Dig, Rock Throw, Rock Slide, Body Slam and Self Destruct for emergencies.

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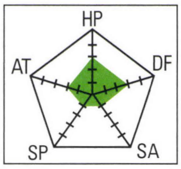


STATS

Y	LEV. 10/MT. MOON
R	LEV. 7/MT. MOON
B	LEV. 7/MT. MOON

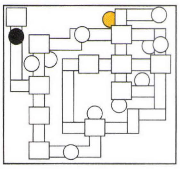
NORMAL ■□□□	FIRE ■□□□	WATER ■■■■	ELECTRIC □□□□	GRASS ■■■■
ICE ■■■□	FIGHTING ■■■□	POISON ■□□□	GROUND ■■■□	FLYING ■□□□
PSYCHIC ■■□□	BUG ■■□□	ROCK ■□□□	GHOST ■■□□	

LEVEL 25

#75 GRAVELER

TYPE: ROCK GROUND

Once Geodude turns into a Graveler it'll learn Earthquake—that is, unless you found that TM and taught it to Geodude earlier. Explosion is more powerful than Self Destruct, so you may want to upgrade. Rock Slide is also strong.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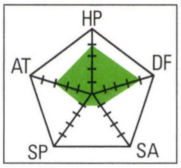


STATS

Y	LEV. 41/VICTORY ROAD
R	LEV. 41/VICTORY ROAD
B	LEV. 41/VICTORY ROAD

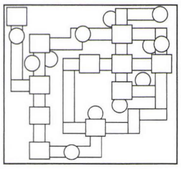
NORMAL ■□□□	FIRE ■□□□	WATER ■■■■	ELECTRIC □□□□	GRASS ■■■■
ICE ■■■□	FIGHTING ■■■□	POISON ■□□□	GROUND ■■■□	FLYING ■□□□
PSYCHIC ■■□□	BUG ■■□□	ROCK ■□□□	GHOST ■■□□	

TRADE

#76 GOLEM

TYPE: ROCK GROUND

If you have a Golem, consider teaching it Bide as well as Explosion, Earthquake and Hyper Beam. Since its Defense and HP are so high, it can take a lot of abuse while it's building energy, then release it in a superpowerful attack.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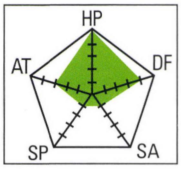


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL ■□□□	FIRE ■□□□	WATER ■■■■	ELECTRIC □□□□	GRASS ■■■■
ICE ■■■□	FIGHTING ■■■□	POISON ■□□□	GROUND ■■■□	FLYING ■□□□
PSYCHIC ■■□□	BUG ■■□□	ROCK ■□□□	GHOST ■■□□	

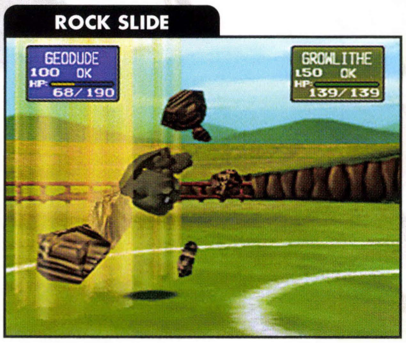
ABILITIES

ATTACK	TYPE	#74		#75		#76	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-	-	-
DEFENSE CURL	NRM	11	11	-	-	-	-
ROCK THROW	RCK	16	16	-	-	-	-
SELF DESTRUCT	NRM	21	21	-	-	-	-
HARDEN	NRM	26	26	29	29	29	29
EARTHQUAKE	GRD	31	31	36	36	36	36
EXPLOSION	NRM	36	36	43	43	43	43

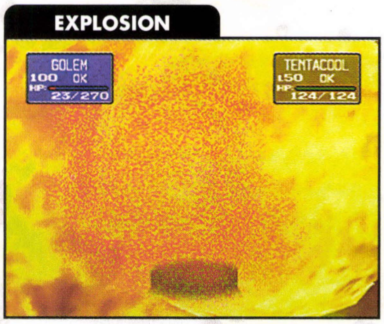
TM & HM ABILITIES

# ATTACK	TYPE	#74	#75	#76
01 MEGA PUNCH	NRM	•	•	•
05 MEGA KICK	NRM			•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
15 HYPER BEAM	NRM			•
17 SUBMISSION	FTG	•	•	•
18 COUNTER	FTG	•	•	•
19 SEISMIC TOSS	FTG	•	•	•
20 RAGE	NRM	•	•	•
26 EARTHQUAKE	GRD	•	•	•
27 FISSURE	GRD	•	•	•
28 DIG	GRD	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
34 BIDE	NRM	•	•	•
35 METRONOME	NRM	•	•	•
36 SELFDESTRUCT	NRM	•	•	•
38 FIRE BLAST	FIR	•	•	•
44 REST	PSY	•	•	•
47 EXPLOSION	NRM	•	•	•
48 ROCK SLIDE	RCK	•	•	•
50 SUBSTITUTE	NRM	•	•	•
04 STRENGTH	NRM	•	•	•

ROCK SLIDE



EXPLOSION

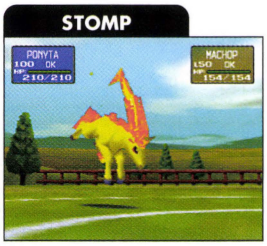


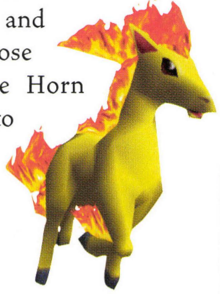
#77 PONYTA

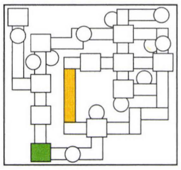
TYPE: FIRE

Although Ponyta is weak on defense, it's high Speed and Attack ratings make it a good fighter. Try teaching it Fire Blast to augment your Ember attack, and learn Toxic for those long battles. Use Horn Drill if you like to gamble.

TOXIC
PONYTA 100 OK HP 210/210
BELLSPROUT L50 OK HP 134/134


STOMP
PONYTA 100 OK HP 210/210
MACHOP L50 OK HP 154/154

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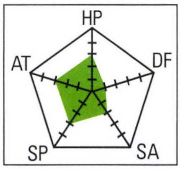

STATS

Y	LEV. 28/ROUTE 17
R	LEV. 28/POKéMON MANSION
B	LEV. 28/POKéMON MANSION

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜

LEVEL 40

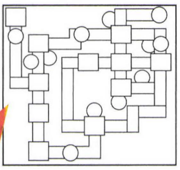
#78 RAPIDASH

TYPE: FIRE

Like many upper evolutions, Rapidash can learn Hyper Beam, so consider teaching it this powerful TM as well as Fire Blast. With its lightning-quick speed, Rapidash can almost always attack first with Fire Spin, immobilizing the enemy.

AGILITY
RAPIDASH 100 OK HP 240/240
MACHOP L50 OK HP 154/154
SPEED greatly increased!

REFLECT
RAPIDASH 100 OK HP 84/240
GROWLITHE L50 OK HP 139/139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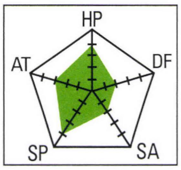

STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜

ABILITIES

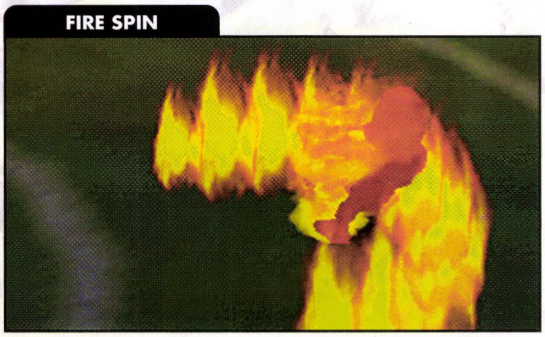
ATTACK	TYPE	#77		#78	
		🟨	🟥🟦	🟨	🟥🟦
EMBER	FIR	-	-	-	-
TAIL WHIP	NRM	30	30	-	-
STOMP	NRM	32	32	-	-
GROWL	NRM	35	35	-	-
FIRE SPIN	FIR	39	39	-	-
TAKE DOWN	NRM	43	43	47	47
AGILITY	PSY	48	48	55	55

TM & HM ABILITIES

# ATTACK	TYPE	#77	#78
06 TOXIC	PSN	•	•
07 HORN DRILL	NRM	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
38 FIRE BLAST	FIR	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

HORN DRILL
RAPIDASH 100 OK HP 117/240
MACHOP L50 OK HP 154/154

FIRE BLAST
RAPIDASH 100 OK HP 84/240
ABRA L50 OK HP 55/112
Critical hit!

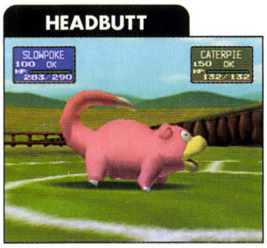

FIRE SPIN

#79 SLOWPOKE

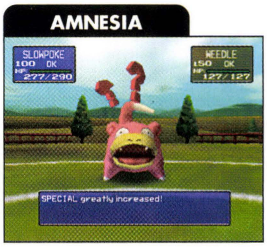
TYPE: WATER PSYCHIC

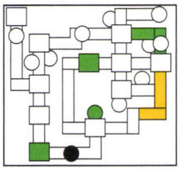
Slowpoke is a thick-skinned Water-and-Psychic-type that does particularly well with the type-specific attacks Surf, Psychic and Amnesia. Electric-types can really get Slowpoke down—but you can surprise them with the Earthquake attack.

HEADBUTT


SLOWPOKE 100 OK HP 283/290
CATERPIE L50 OK HP 132/132

AMNESIA


SLOWPOKE 100 OK HP 277/290
WEEDLE L50 OK HP 127/127
SPECIAL greatly increased!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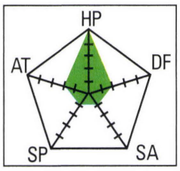


STATS

Y	LEV. 15/ROUTES 12 & 13
R	LEV. 15/FISHING (ROUTE 10,SAFARI ZONE,CELADON CITY)
B	LEV. 15/FISHING (ROUTE 10,SAFARI ZONE,CELADON CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■□□□	■■□□	■■□□	■■□□	■□□□	■■■□	■■□□	□□□□

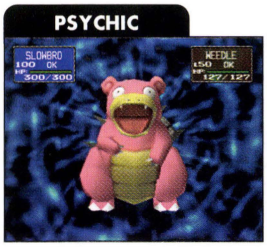
LEVEL 37

#80 SLOWBRO

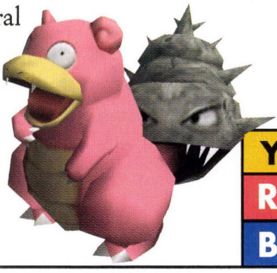
TYPE: WATER PSYCHIC

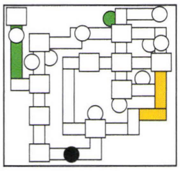
Slowbro is even tougher than its basic form, and its attacks are stronger, too. Psychic and Surf work extremely well with Slowbro, and these two attacks will allow Slowbro to battle several different types of opponents.

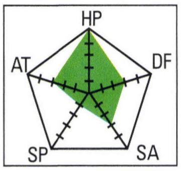
PSYCHIC


SLOWBRO 100 OK HP 300/300
WEEDLE L50 OK HP 127/127

EARTHQUAKE




AREA



STATS

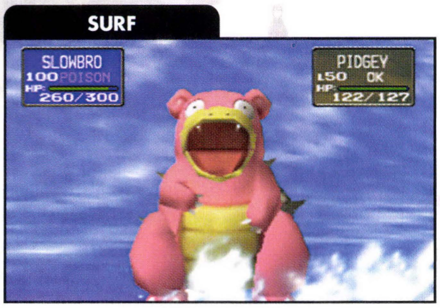
Y	LEV. 15/ROUTES 12 & 13
R	LEV. 23/FISHING (ROUTE 23, UNKNOWN DUNGEON)
B	LEV. 23/FISHING (ROUTE 23, UNKNOWN DUNGEON)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■□□□	■■□□	■■□□	■■□□	■□□□	■■■□	■■□□	□□□□

ABILITIES

ATTACK	TYPE	#79		#80	
		🟨	🟥🟦	🟨	🟥🟦
CONFUSION	PSY	-	-	-	-
DISABLE	NRM	18	18	18	-
HEADBUTT	NRM	22	22	22	-
GROWL	NRM	27	27	27	27
WATER GUN	WTR	33	33	33	33
WITHDRAW	WTR			37	37
AMNESIA	PSY	40	40	44	44
PSYCHIC	PSY	48	48	55	55

SURF


SLOWBRO 100 POISON HP 260/300
PIDGEY L50 OK HP 122/127

TM & HM ABILITIES

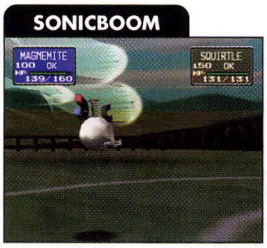
# ATTACK	TYPE	#79	#80	# ATTACK	TYPE	#79	#80
01 MEGA PUNCH	NRM		•	29 PSYCHIC	PSY	•	•
05 MEGA KICK	NRM		•	30 TELEPORT	PSY	•	•
06 TOXIC	PSN	•	•	31 MIMIC	NRM	•	•
08 BODY SLAM	NRM	•	•	32 DOUBLE TEAM	NRM	•	•
09 TAKE DOWN	NRM	•	•	33 REFLECT	PSY	•	•
10 DOUBLE-EDGE	NRM	•	•	34 BIDE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•	38 FIRE BLAST	FIR	•	•
12 WATER GUN	WTR	•	•	39 SWIFT	NRM	•	•
13 ICE BEAM	ICE	•	•	40 SKULL BASH	NRM	•	•
14 BLIZZARD	ICE	•	•	44 REST	PSY	•	•
15 HYPER BEAM	NRM		•	45 THUNDER WAVE	ELC	•	•
16 PAY DAY	NRM	•	•	46 PSYWAVE	PSY	•	•
17 SUBMISSION	FTG		•	49 TRI ATTACK	NRM	•	•
18 COUNTER	FTG		•	50 SUBSTITUTE	NRM	•	•
19 SEISMIC TOSS	FTG		•	03 SURF	WTR	•	•
20 RAGE	NRM	•	•	04 STRENGTH	NRM	•	•
26 EARTHQUAKE	GRD	•	•	05 FLASH	NRM	•	•
27 FISSURE	GRD	•	•				
28 DIG	GRD	•	•				

#81 MAGNEMITE

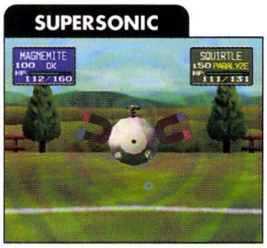
TYPE: ELECTRIC

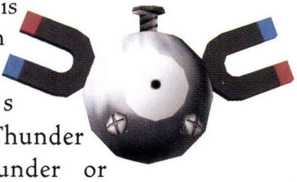
Magnemite is one of the slowest Electric-type Pokémon, but it is still speedy compared to many types. Magnemite's strength with Special Attacks makes Thunder Wave, Thunder or Thunderbolt good attack choices for this Pokémon.

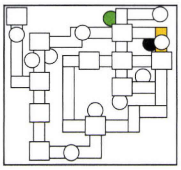
SONICBOOM


MAGNEMITE
100 OK
HP: 139/160
SQUIRTLE
L50 OK
HP: 131/131

SUPERSONIC


MAGNEMITE
100 OK
HP: 112/160
SQUIRTLE
L50 PARALYZE
HP: 111/131





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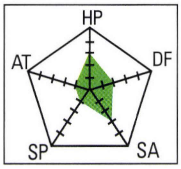


STATS

Y	LEV. 16/ROUTE 10
R	LEV. 21/POWER PLANT
B	LEV. 21/POWER PLANT

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

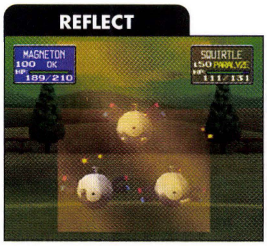
LEVEL 30

#82 MAGNETON

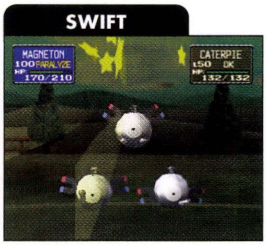
TYPE: ELECTRIC

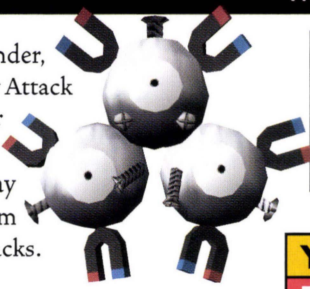
Magneton's extra power for Special Attacks will give its Thunder, Thunderbolt, Reflect and Thunder Wave attacks more juice. Its low Attack power means you should stay away from physical attacks.

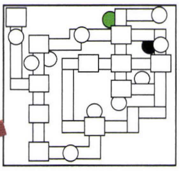
REFLECT


MAGNETON
100 OK
HP: 189/210
SQUIRTLE
L50 PARALYZE
HP: 111/131

SWIFT


MAGNETON
100 PARALYZE
HP: 170/210
CATERPIE
L50 OK
HP: 132/132





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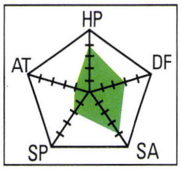


STATS

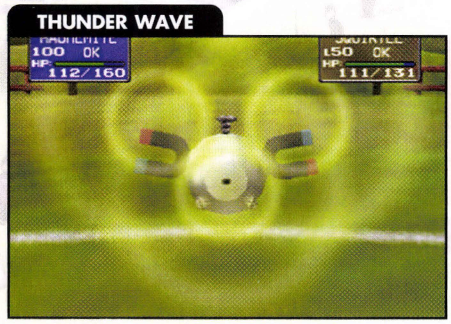
Y	LEV. 33/POWER PLANT
R	LEV. 32/POWER PLANT
B	LEV. 32/POWER PLANT

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■□□□	■■□□	■■□□	■■□□	■■□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

ABILITIES

ATTACK	TYPE	#81		#82	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
SONICBOOM	NRM	21	-	-	-
THUNDERSHOCK	ELC	25	25	-	-
SUPERSONIC	NRM	29	29	-	-
THUNDER WAVE	ELC	35	35	38	38
SWIFT	NRM	41	41	46	46
SCREECH	NRM	47	47	54	54

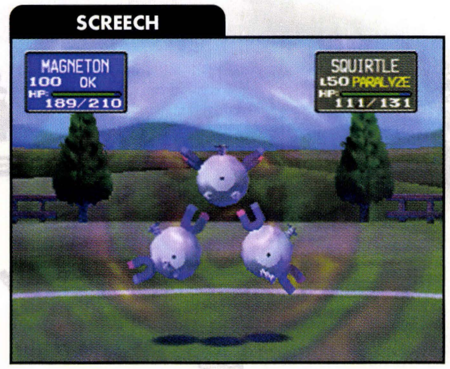
THUNDER WAVE


100 OK
HP: 112/160
L50 OK
HP: 111/131

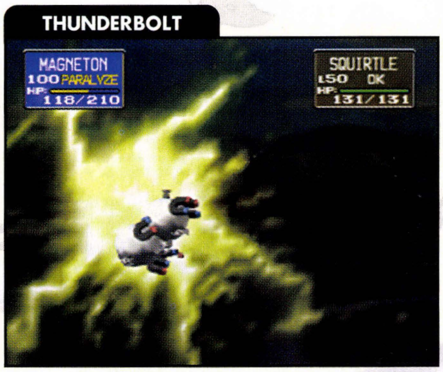
TM & HM ABILITIES

# ATTACK	TYPE	#81	#82
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
50 SUBSTITUTE	NRM	•	•
05 FLASH	NRM	•	•

SCREECH


MAGNETON
100 OK
HP: 189/210
SQUIRTLE
L50 PARALYZE
HP: 111/131

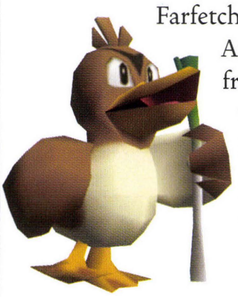
THUNDERBOLT


MAGNETON
100 PARALYZE
HP: 118/210
SQUIRTLE
L50 OK
HP: 131/131

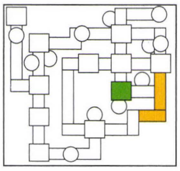
#83 FARFETCH'D

TYPE: NORMAL FLYING

PI PE



Farfetch'd does not have a great deal of Attack power and can benefit from the Swords Dance attack, which increases Attack power. A mix of active attacks and passive attacks will bring balance to this Pokémon.



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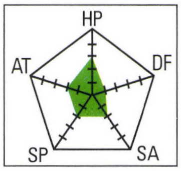


STATS

Y	LEV. 26/ROUTES 12,13
R	LEV. 2/TRADE (VERMILION CITY)
B	LEV. 2/TRADE (VERMILION CITY)

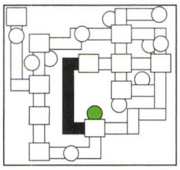
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■■□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	□□□□	

#84 DODUO

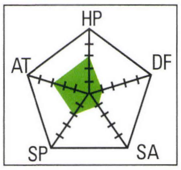
TYPE: NORMAL FLYING

PI

Drill Peck and Tri Attack are good attacks that work well against many different types of Pokémon. Flying-types like Doduo are strong against Ground-type attacks.



AREA



STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■■□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	□□□□	

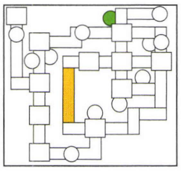
Y	LEV. 22/ROUTES 16, 18
R	LEV. 18/ROUTE 16
B	LEV. 18/ROUTE 16

LEVEL 31

#85 DODRIO

TYPE: NORMAL FLYING

All Flying-types, including Dodrio, are on the vulnerable side and benefit from attacks that strengthen the Pokémon against attack or make them more evasive.



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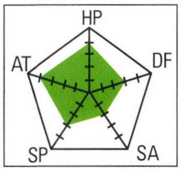


STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■■□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	□□□□	

Y	LEV. 29/ROUTE 17
R	LEV. 49/UNKNOWN DUNGEON
B	LEV. 49/UNKNOWN DUNGEON

ABILITIES

ATTACK	TYPE	#83	
		🟨	🟥🟦
PECK	FLY	-	-
SAND-ATTACK	NRM	-	-
LEER	NRM	-	7
FURY ATTACK	NRM	-	15
SWORDS DANCE	NRM	-	23
AGILITY	PSY	31	31
SLASH	NRM	39	39

TM & HM ABILITIES

# ATTACK	TYPE	#83
02 RAZOR WIND	NRM	•
03 SWORDS DANCE	NRM	•
04 WHIRLWIND	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
20 RAGE	NRM	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
39 SWIFT	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
01 CUT	NRM	•
02 FLY	FLY	•

ABILITIES

ATTACK	TYPE	#84		#85	
		🟨	🟥🟦	🟨	🟥🟦
PECK	FLY	-	-	-	-
GROWL	NRM	-	20	-	-
FURY ATTACK	NRM	24	24	-	-
DRILL PECK	FLY	30	30	30	-
RAGE	NRM	36	36	39	39
TRI ATTACK	NRM	40	40	45	45
AGILITY	PSY	44	44	51	51

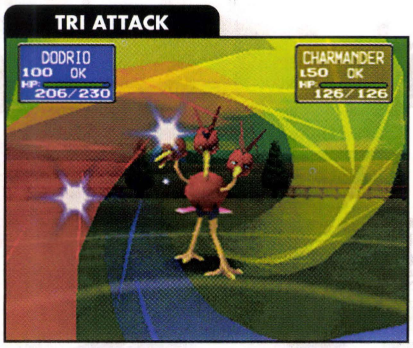
TM & HM ABILITIES

# ATTACK	TYPE	#84	#85
04 WHIRLWIND	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
40 SKULL BASH	NRM	•	•
43 SKY ATTACK	FLY	•	•
44 REST	PSY	•	•
49 TRI ATTACK	NRM	•	•
50 SUBSTITUTE	NRM	•	•
02 FLY	FLY	•	•

SWORDS DANCE

FARFETCH'D
100 OK
HP 174/214
CHARMANDER
L50 OK
HP 126/126

TRI ATTACK

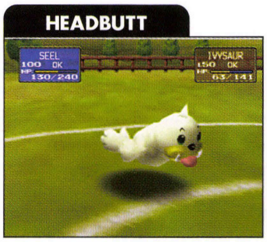


#86 SEEL

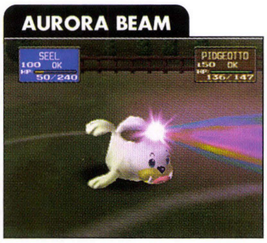
TYPE: WATER

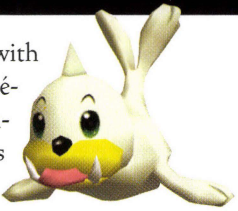
Seel and Dewgong learn Rest, which works very well in combination with their relative resistance to attack. It's not wise to have Rest if your Pokémon can't withstand the blows it takes while asleep and unable to attack.

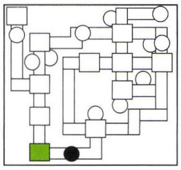
HEADBUTT


SEEL
100 OK
HP 130/240
IVYSAUR
L50 OK
HP 63/141

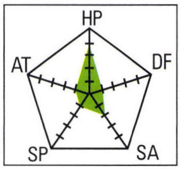
AURORA BEAM


SEEL
100 OK
HP 50/240
PIDGEOTTO
L50 OK
HP 136/147





AREA



STATS

Y	LEV. 22/SEAFOAM ISLAND
R	LEV. 28/SEAFOAM ISLAND, TRADE (CINNABAR ISLAND)
B	LEV. 28/SEAFOAM ISLAND, TRADE (CINNABAR ISLAND)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

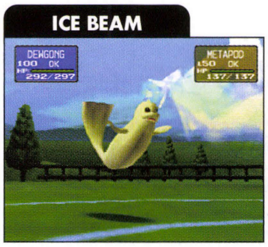
LEVEL 34

#87 DEWGONG

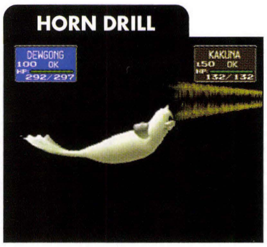
TYPE: WATER ICE

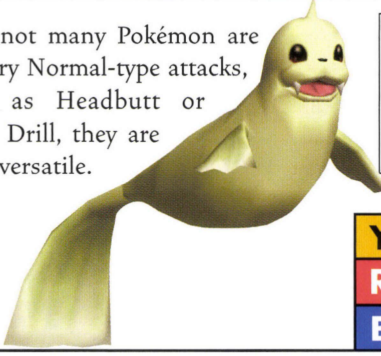
Dewgong's Ice-type attacks are fabulously powerful, but not many Pokémon are vulnerable against Ice. When Dewgong (and Seel) also carry Normal-type attacks, such as Headbutt or Horn Drill, they are more versatile.

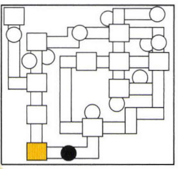
ICE BEAM


DEWGONG
100 OK
HP 292/297
METAPOD
L50 OK
HP 137/137

HORN DRILL


DEWGONG
100 OK
HP 292/297
KAKUNA
L50 OK
HP 132/132





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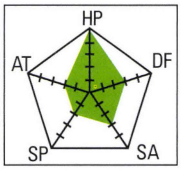


STATS

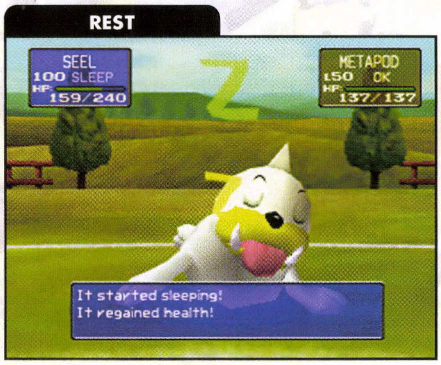
Y	LEV. 15/TRADE (CINNABAR ISLAND)
R	LEV. 37/SEAFOAM ISLAND
B	LEV. 37/SEAFOAM ISLAND

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■□□□	■■■□	■■■□	■□□□	■■■□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#86		#87	
		🟨	🟥🟦	🟨	🟥🟦
HEADBUTT	NRM	-	-	-	-
GROWL	NRM	30	30	30	-
AURORA BEAM	ICE	35	35	35	35
REST	PSY	40	40	44	44
TAKE DOWN	NRM	45	45	50	50
ICE BEAM	ICE	50	50	56	56

REST


SEEL
100 SLEEP
HP 159/240
METAPOD
L50 OK
HP 137/137
Z

It started sleeping!
It regained health!

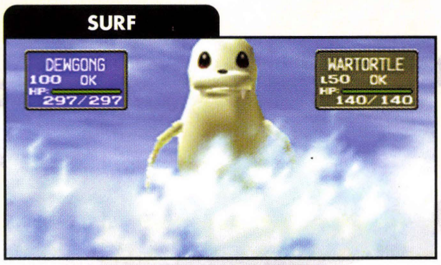
TM & HM ABILITIES

# ATTACK	TYPE	#86	#87
06 TOXIC	PSN	•	•
07 HORN DRILL	NRM	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
16 PAY DAY	NRM	•	•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR	•	•

# ATTACK	TYPE	#86	#87
04 STRENGTH	NRM	•	•

BLIZZARD

SURF

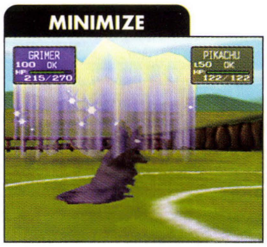

DEWGONG
100 OK
HP 297/297
WARTORTLE
L50 OK
HP 140/140

#88 GRIMER

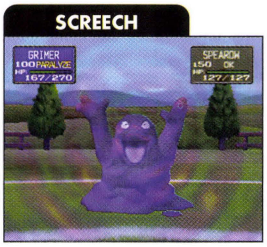
TYPE: POISON

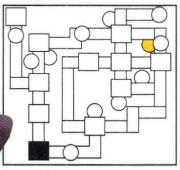
Poison-types like Grimer are strong against only Grass-, Fighting- and Poison-types, so attacks like Minimize, which makes it harder to hit, and Screech, which lowers the opponent's defense, level the playing field.

MINIMIZE


GRIMER
100 OK
HP: 215/270
PIKACHU
L50 OK
HP: 122/122

SCREECH


GRIMER
100 PARALYZE
HP: 167/270
SPEAROW
L50 OK
HP: 127/127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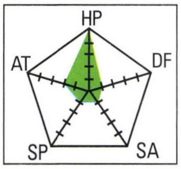


STATS

Y	LEV. 23/POKéMON MANSION
R	LEV. 30/POKéMON MANSION
B	LEV. 30/POKéMON MANSION

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■□□□	■■□□	■□□□	■□□□	■■■□	■■□□	■■■□	■■■□	■■□□	■■□□

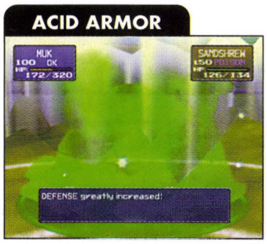
LEVEL 38

#89 MUK

TYPE: POISON

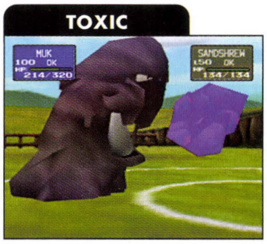
Muk and, to a lesser extent, Grimer, have great physical Attack power and high HP. Poison-type attacks such as Toxic, Sludge, and Acid Armor play to this Pokémon's strengths marvelously.

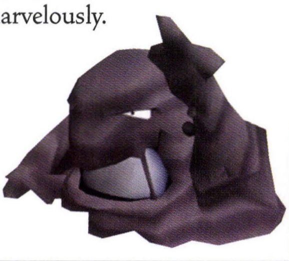
ACID ARMOR

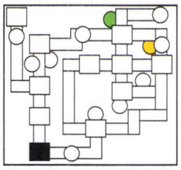

MUK
100 OK
HP: 172/320
SANDSHREW
L50 POISON
HP: 126/134

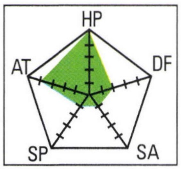
DEFENSE greatly increased!

TOXIC


MUK
100 OK
HP: 214/320
SANDSHREW
L50 OK
HP: 134/134




AREA



STATS

Y	LEV. 15/TRADE (CINNABAR ISLAND)
R	LEV. 37/POKéMON MANSION
B	LEV. 37/POKéMON MANSION

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■□□	■■□□	■■□□	■□□□	■■□□	■□□□	■□□□	■■■□	■■□□	■■■□	■■■□	■■□□	■■□□

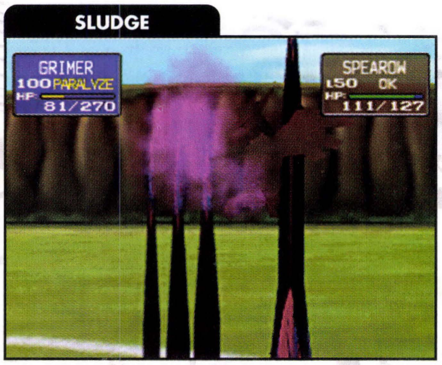
ABILITIES

ATTACK	TYPE	#88		#89	
POUND	NRM	-	-	-	-
DISABLE	NRM	-	-	-	-
POISON GAS	PSN	30	30	30	-
MINIMIZE	NRM	33	33	33	-
SLUDGE	PSN	37	37	37	-
HARDEN	NRM	42	42	45	45
SCREECH	NRM	48	48	53	53
ACID ARMOR	PSN	55	55	60	60

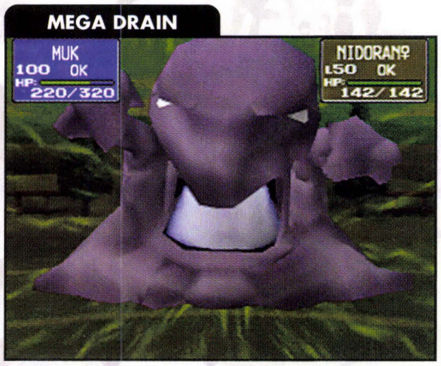
TM & HM ABILITIES

# ATTACK	TYPE	#88	#89
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
21 MEGA DRAIN	GRS	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
36 SELF DESTRUCT	NRM	•	•
38 FIRE BLAST	FIR	•	•
44 REST	PSY	•	•
47 EXPLOSION	NRM	•	•
50 SUBSTITUTE	NRM	•	•

SLUDGE


GRIMER
100 PARALYZE
HP: 81/270
SPEAROW
L50 OK
HP: 111/127

MEGA DRAIN


MUK
100 OK
HP: 220/320
NIDORAN♀
L50 OK
HP: 142/142

#90 SHELLDER

TYPE: WATER

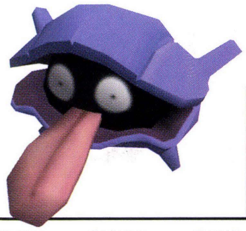
Shellder's relatively high tolerance to attacks is offset by its slightly weak Attack power. Supersonic can confuse your opponents into attacking themselves, which should give your Shellder more time to attack.

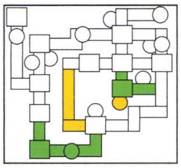
SUPERSONIC

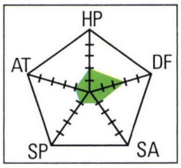
SHELLDER
100 OK
HP 149/170
RATTATA
150 OK
HP 117/117

CLAMP

SHELLDER
100 OK
HP 127/170
RATTATA
150 OK
HP 117/117




AREA



STATS

Y	LEV. 10/FISHING (VERMILION CITY)
R	LEV. 15/FISHING(ROUTES 6,11,19,20 & 21,VERMILION CITY,CINNABAR ISLAND,SEAFOAM ISLAND)
B	LEV. 15/FISHING(ROUTES 6,11,19,20 & 21,VERMILION CITY,CINNABAR ISLAND,SEAFOAM ISLAND)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦☐☐	🟦☐☐☐	🟦☐☐☐	🟦🟦🟦☐	🟦🟦🟦☐	🟦☐☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐

WATER STONE

#91 CLOYSTER

TYPE: WATER ICE

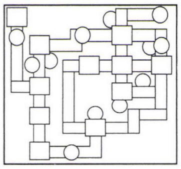
Exploit Cloyster's Ice-type with Ice Beam, Aurora Beam or Blizzard. Add Toxic, Surf or Spike Cannon to give the Pokémon a variety of attacks. Explosion can also be used to your advantage—just use it with caution.

ICE BEAM

CLOYSTER
100 OK
HP 202/210
EKANS
150 OK
HP 122/122

SPIKE CANNON

CLOYSTER
100 OK
HP 187/210
SPEAROW
150 OK
HP 32/127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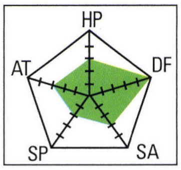


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦☐☐	🟦🟦☐☐	🟦☐☐☐	🟦🟦🟦☐	🟦🟦🟦☐	🟦☐☐☐	🟦🟦🟦☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦☐☐	🟦🟦🟦☐	🟦🟦☐☐

ABILITIES

ATTACK	TYPE	#90		#91	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
WITHDRAW	WTR	-	-	-	-
SUPERSONIC	NRM	18	18		
CLAMP	WTR	23	23		
AURORA BEAM	ICE	30	30		
LEER	NRM	39	39		
ICE BEAM	ICE	50	50		
SPIKE CANNON	NRM			50	50

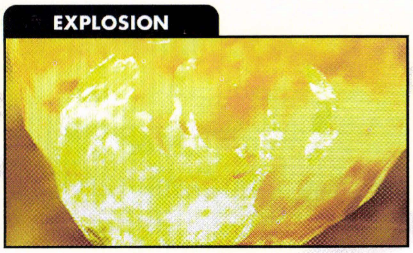
AURORA BEAM

TM & HM ABILITIES

# ATTACK	TYPE	#90	#91
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
36 SELF DESTRUCT	NRM	•	•
39 SWIFT	NRM	•	•
44 REST	PSY	•	•
47 EXPLOSION	NRM	•	•
49 TRI ATTACK	NRM	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR	•	•

BLIZZARD

EXPLOSION

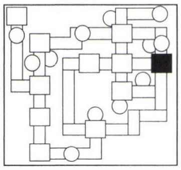


#92 GASTLY

TYPE: GHOST POISON

PI PE

Ground-, Ghost- and Psychic-types are the only worries a Ghost-type has. Gastly is the weakest of the purple ghost trio, but with attacks such as Hypnosis and Confuse Ray, it will be able to take on nearly any Pokémon.



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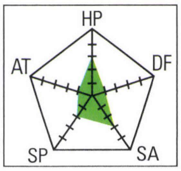


STATS

Y	LEV. 18/POKéMON TOWER
R	LEV. 18/POKéMON TOWER
B	LEV. 18/POKéMON TOWER

NORMAL	FIRE	WATER	ELECTRIC	GRASS
□□□□	■■□□	■■□□	■■□□	■□□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	□□□□	■□□□	■■■□	■■□□
PSYCHIC	BUG	ROCK	GHOST	
■■■□	■■□□	■■□□	■■■□	

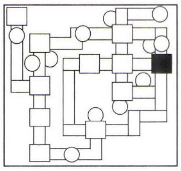
LEVEL 25

#93 HAUNTER

TYPE: GHOST POISON

PI

Mixing an aggressive attack like Thunderbolt with attacks like Confuse Ray and Hypnosis, which don't do damage directly, will give Haunter an edge. Take advantage of Haunter's Special Attack power with those type of attacks.



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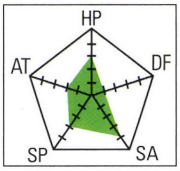


STATS

Y	LEV. 20/POKéMON TOWER
R	LEV. 25/POKéMON TOWER
B	LEV. 25/POKéMON TOWER

NORMAL	FIRE	WATER	ELECTRIC	GRASS
□□□□	■■□□	■■□□	■■□□	■□□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	□□□□	■□□□	■■■□	■■□□
PSYCHIC	BUG	ROCK	GHOST	
■■■□	■■□□	■■□□	■■■□	

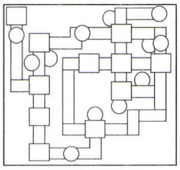
TRADE

#94 GENGAR

TYPE: GHOST POISON

PI

Ghost-type Pokémon are quite strong and versatile and can withstand Normal-type attacks, even attacks as powerful as Explosion. A Gengar with Explosion, Hypnosis, Psychic and Thunderbolt would be a great asset in Round 2.



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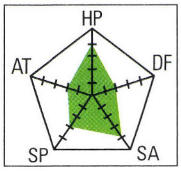


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
□□□□	■■□□	■■□□	■■□□	■□□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	□□□□	■□□□	■■■□	■■□□
PSYCHIC	BUG	ROCK	GHOST	
■■■□	■■□□	■■□□	■■■□	

ABILITIES

ATTACK	TYPE	#92		#93		#94	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
LICK	GHO	-	-	-	-	-	-
CONFUSE RAY	GHO	-	-	-	-	-	-
NIGHT SHADE	GHO	-	-	-	-	-	-
HYPNOSIS	PSY	27	27	29	29	29	29
DREAM EATER	PSY	35	35	38	38	38	38

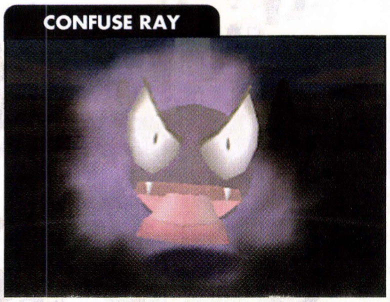
NIGHT SHADE

GENGAR
100 OK
HP: 230/230
ARBOK
L50 OK
HP: 138/138

TM & HM ABILITIES

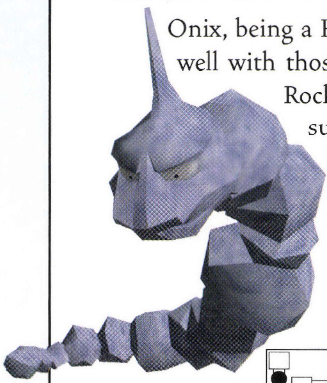
# ATTACK	TYPE	#92	#93	#94
01 MEGA PUNCH	NRM			•
05 MEGA KICK	NRM			•
06 TOXIC	PSN	•	•	•
08 BODY SLAM	NRM			•
09 TAKE DOWN	NRM			•
10 DOUBLE-EDGE	NRM			•
15 HYPER BEAM	NRM			•
17 SUBMISSION	FTG			•
18 COUNTER	FTG			•
19 SEISMIC TOSS	FTG			•
20 RAGE	NRM	•	•	•
21 MEGA DRAIN	GRS	•	•	•
24 THUNDERBOLT	ELC	•	•	•
25 THUNDER	ELC	•	•	•
29 PSYCHIC	PSY	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
34 BIDE	NRM	•	•	•
35 METRONOME	NRM			•
36 SELF DESTRUCT	NRM	•	•	•
40 SKULL BASH	NRM			•
42 DREAM EATER	PSY	•	•	•
44 REST	PSY	•	•	•
46 PSYWAVE	PSY	•	•	•
47 EXPLOSION	NRM	•	•	•
50 SUBSTITUTE	NRM	•	•	•
04 STRENGTH	NRM			•

CONFUSE RAY

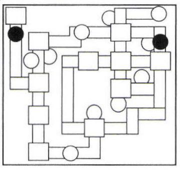


#95 ONIX

TYPE: ROCK GROUND



Onix, being a Rock-and-Ground-type, does well with those type of attacks, especially Rock Slide, Earthquake and Fissure. Onix can use Bind to keep the Pokémon it's weak against at bay.



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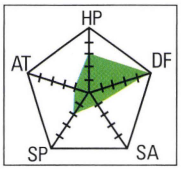


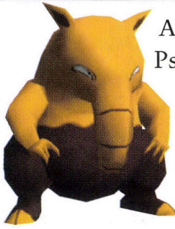
STATS

Y	LEV. 14/ROCK TUNNEL
R	LEV. 13/ROCK TUNNEL
B	LEV. 13/ROCK TUNNEL

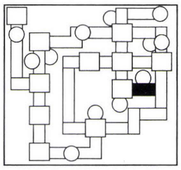
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■□□□	■□□□	■■■■	□□□□	■■■■
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■■□	■□□□	■■■□	■□□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■■□□	■□□□	■■□□	

#96 DROWZEE

TYPE: PSYCHIC



A Drowzee with Psychic and a few Fighting-type attacks would be very helpful in the Prime Cup Poké Ball in Round 2.



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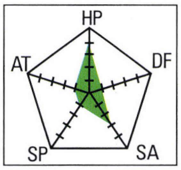


STATS

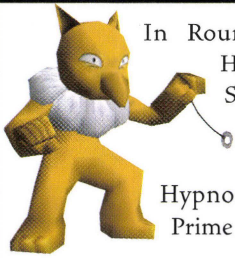
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■□□□	■■■□	■■□□	□□□□	

Y	LEV. 15/ROUTE 11
R	LEV. 9/ROUTE 11
B	LEV. 9/ROUTE 11

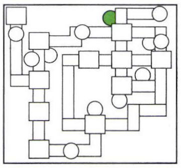
LEVEL 26

#97 HYPNO

TYPE: PSYCHIC



In Round 2, use a Hypno with Seismic Toss, Headbutt, Psychic and Hypnosis in the Prime Cup.



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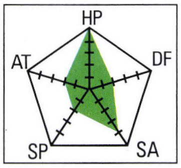


STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■□□	■□□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■□□□	■■■□	■■□□	□□□□	

Y	NOT FOUND IN THE WILD
R	LEV. 46/UNKOWN DUNGEON
B	LEV. 46/UNKOWN DUNGEON

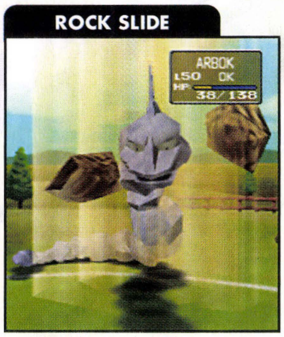
ABILITIES

ATTACK	TYPE	#95	
		🟨	🟥🟦
TACKLE	NRM	-	-
SCREECH	NRM	-	-
BIND	NRM	15	15
ROCK THROW	RCK	19	19
RAGE	NRM	25	25
SLAM	NRM	33	33
HARDEN	NRM	43	43

TM & HM ABILITIES

# ATTACK	TYPE	#95
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
20 RAGE	NRM	•
26 EARTHQUAKE	GRD	•
27 FISSURE	GRD	•
28 DIG	GRD	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
36 SELF DESTRUCT	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
47 EXPLOSION	NRM	•
48 ROCK SLIDE	RCK	•
50 SUBSTITUTE	NRM	•
04 STRENGTH	NRM	•

ROCK SLIDE



TM & HM ABILITIES

# ATTACK	TYPE	#96	#97
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
17 SUBMISSION	FTG	•	•
18 COUNTER	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
29 PSYCHIC	PSY	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
35 METRONOME	NRM	•	•
40 SKULL BASH	NRM	•	•
42 DREAM EATER	PSY	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
46 PSYWAVE	PSY	•	•
49 TRI ATTACK	NRM	•	•
50 SUBSTITUTE	NRM	•	•
05 FLASH	NRM	•	•

ABILITIES

ATTACK	TYPE	#96		#97	
		🟨	🟥🟦	🟨	🟥🟦
POUND	NRM	-	-	-	-
HYPNOSIS	PSY	-	-	-	-
DISABLE	NRM	-	12	-	-
CONFUSION	PSY	17	17	-	-
HEADBUTT	NRM	24	24	-	-
POISON GAS	PSN	29	29	33	33
PSYCHIC	PSY	32	32	37	37
MEDITATE	PSY	37	37	43	43

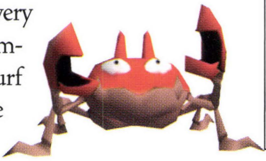
#98 KRABBY

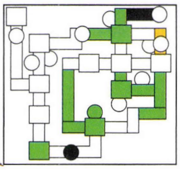
TYPE: WATER

A Krabby (or Kingler) loaded up with Ice- and Water-type attacks will be very useful in the Round 2 battle against Brock in the Pewter City Gym. Crabhammer, Blizzard, Surf and Ice Beam are all good choices.

BUBBLE
KRABBY
100 OK
HP 170/170
ARBOK
150 OK
HP 38/138

GUILLOTINE
KRABBY
100 OK
HP 63/170
ODDISH
150 OK
HP 132/132

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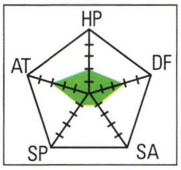


STATS

Y	LEV. 10/FISHING (ROUTE 25)
R	LEV. 15/FISHING (ROUTES 6,11,12,13,17,18,24 & 25,VERMILION CITY,SAFARI ZONE,FUCHSIA CITY,CERULEAN CITY)
B	LEV. 15/FISHING (ROUTES 6,11,12,13,17,18,24 & 25,VERMILION CITY,SAFARI ZONE,FUCHSIA CITY,CERULEAN CITY)

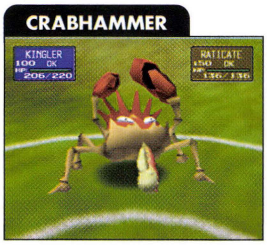
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

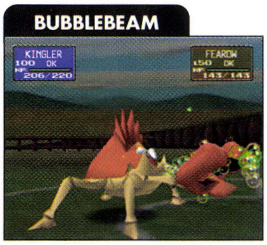
LEVEL 28

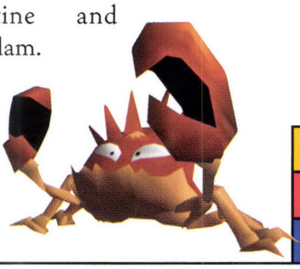
#99 KINGLER

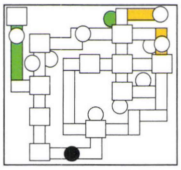
TYPE: WATER

Kingler also works very well with Water and Ice attacks, and Crabhammer is a natural choice. You may want to temper all that ice and water with a few normal attacks, such as Guillotine and Body Slam.


CRABHAMMER
KINGLER
100 OK
HP 206/220
RATICATE
150 OK
HP 136/136


BUBBLEBEAM
KINGLER
100 OK
HP 206/220
FEAROW
150 OK
HP 143/143

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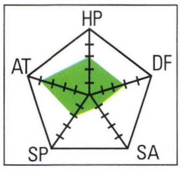


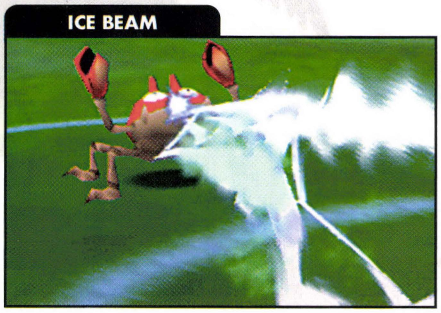
STATS

Y	LEV. 15/FISHING (ROUTE 25)
R	LEV. 23/FISHING (ROUTE 23, UNKNOWN DUNGEON)
B	LEV. 23/FISHING (ROUTE 23, UNKNOWN DUNGEON)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

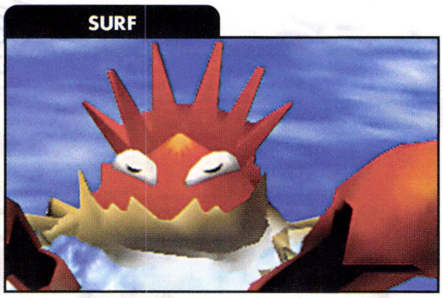
ABILITIES

ATTACK	TYPE	#98		#99	
		🟨	🟥🟦	🟨	🟥🟦
BUBBLE	WTR	-	-	-	-
LEER	NRM	-	-	-	-
VICEGRIP	NRM	20	20	20	-
GUILLOTINE	NRM	25	25	25	25
STOMP	NRM	30	30	34	34
CRABHAMMER	WTR	35	35	42	42
HARDEN	NRM	40	40	49	49


ICE BEAM

TM & HM ABILITIES

# ATTACK	TYPE	#98	#99
03 SWORDS DANCE	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
01 CUT	NRM	•	•
03 SURF	WTR	•	•
04 STRENGTH	NRM	•	•


SURF

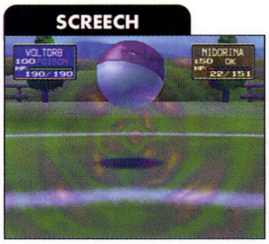
BLIZZARD

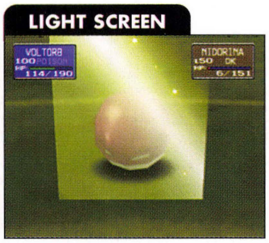
#100 VOLTORB

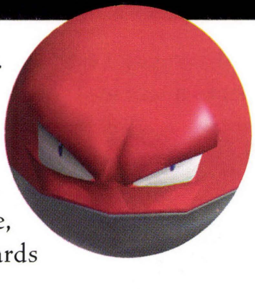
TYPE: ELECTRIC

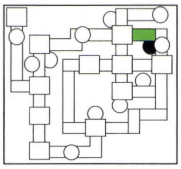
PI PE

Voltorb and Electrode are among the fastest Pokémon available. Voltorb is the fastest participant allowed in the Petit Cup and will be sure to attack first. Raise these Electric-types with care, for the rewards are great.


SCREECH
VOLTORB
100 POISON
HP 190/190
NIDORINA
150 OK
HP 22/151


LIGHT SCREEN
VOLTORB
100 POISON
HP 114/190
NIDORINA
150 OK
HP 6/151

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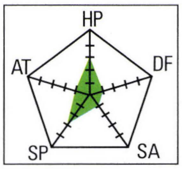


STATS

Y	LEV. 33/POWER PLANT
R	LEV. 14/ROUTE 10
B	LEV. 14/ROUTE 10

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜

LEVEL 30

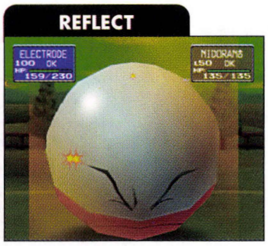
#101 ELECTRODE

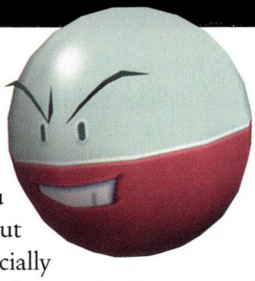
TYPE: ELECTRIC

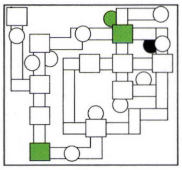
PI

Electrode is another workhorse Pokémon that you will see on many of the recommended teams. A strong Electrode with Explosion, Thunderbolt and Thunder Wave will serve you well throughout Round 2, especially in the Gym Leader Castle, the Prime Cup and the Mewtwo battle.

THUNDER
ELECTRODE
100 OK
HP 159/230
JIGGLYPUFF
150 OK
HP 202/202


REFLECT
ELECTRODE
100 OK
HP 159/230
NIDORAN♂
150 OK
HP 135/135

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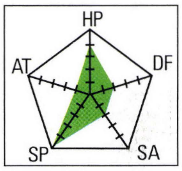


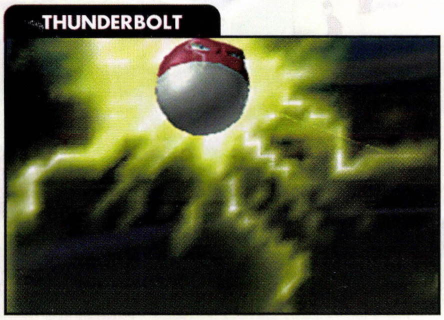
STATS

Y	LEV. 43/EVENT (POWER PLANT)
R	LEV. 3/TRADE (CINNABAR ISLAND)
B	LEV. 3/TRADE (CINNABAR ISLAND)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜

ABILITIES

ATTACK	TYPE	#100		#101	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
SCREECH	NRM	-	-	-	-
SONICBOOM	NRM	17	17	-	17
SELFDESTRUCT	NRM	22	22	-	22
LIGHT SCREEN	PSY	29	29	-	29
SWIFT	NRM	36	36	40	40
EXPLOSION	NRM	43	43	50	50


THUNDERBOLT

TM & HM ABILITIES

# ATTACK	TYPE	#100	#101
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
36 SELF DESTRUCT	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM		•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
47 EXPLOSION	NRM	•	•
50 SUBSTITUTE	NRM	•	•
05 FLASH	NRM	•	•

PI In the Red or Blue Pokémon game, go to Cinnabar Island and agree to trade your under-level-20 Raichu for an Electrode. This Electrode is eligible for the Pika Cup.

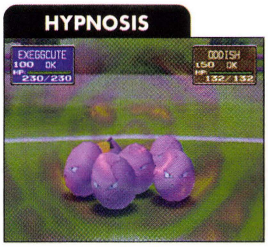
EXPLOSION
LECTRODE
00 OK
139/230
NIDORAN
150 OK
HP 135/1

#102 EXEGGCUTE

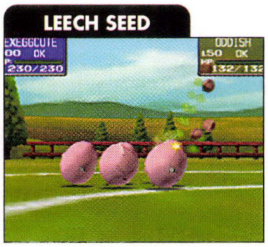
TYPE: GRASS PSYCHIC

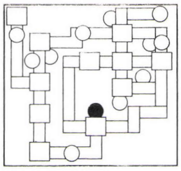
The Grass-and-Psychic-Type Exeggcute and Exeggutor have high HP and defense and can take more damage than their fragile, odd looks might lead you to believe. Grass- or Psychic-type attacks are definitely the way to go with these Pokémon.

HYPNOSIS


EXEGGCUTE
100 OK
HP 230/230
ODDISH
L50 OK
HP 132/132

LEECH SEED


EXEGGCUTE
00 OK
HP 230/230
ODDISH
L50 OK
HP 132/132



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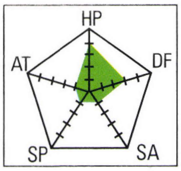


STATS

Y	LEV. 20/SAFARI ZONE
R	LEV. 23/SAFARI ZONE
B	LEV. 23/SAFARI ZONE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■■□	■□□□	■□□□	■□□□	■■■□	■□□□	■■■□	■□□□	■■■□	■□□□	■■■■	■■□□	□□□□

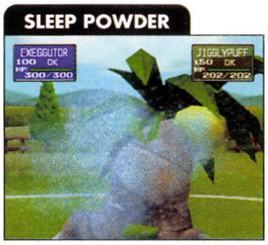
LEAF STONE

#103 EXEGGUTOR

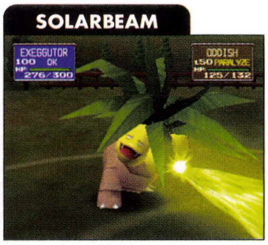
TYPE: GRASS PSYCHIC

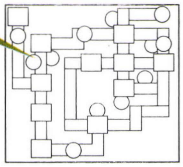
Exeggutor is indispensable in Round 2. For the Mewtwo battle, make sure your Exeggutor has Bide, Mega Drain, Double-Edge and Toxic. If the timing is right, it will take Mewtwo out with one hit. That Exeggutor will work for the Gym Leader Castle, including the Elite Four. Use a lower-level Exeggutor in the Pika Cup.

SLEEP POWDER


EXEGGUTOR
100 OK
HP 300/300
JIGGLYPUFF
L50 OK
HP 202/202

SOLARBEAM


EXEGGUTOR
100 OK
HP 276/300
ODDISH
L50 PARALYZE
HP 125/132



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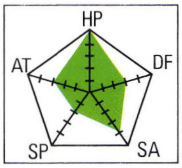


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■■■□	■□□□	■□□□	■□□□	■■■□	■□□□	■■■□	■□□□	■■■□	■□□□	■■■■	■■□□	□□□□

ABILITIES

ATTACK	TYPE	#102		#103	
		🟨	🟥🟦	🟨	🟥🟦
BARRAGE	NRM	-	-	-	-
HYPNOSIS	PSY	-	-	-	-
REFLECT	PSY	25	25		
LEECH SEED	GRS	28	28		
STOMP	NRM			28	28
STUN SPORE	GRS	32	32		
POISON POWDER	PSN	37	37		
SOLARBEAM	GRS	42	42		
SLEEP POWDER	GRS	48	48		

STUN SPORE

TM & HM ABILITIES

# ATTACK	TYPE	#102	#103	# ATTACK	TYPE	#102	#103
06 TOXIC	PSN	•	•	04 STRENGTH	NRM		•
09 TAKE DOWN	NRM	•	•				
10 DOUBLE-EDGE	NRM	•	•				
15 HYPER BEAM	NRM		•				
20 RAGE	NRM	•	•				
21 MEGA DRAIN	GRS		•				
22 SOLARBEAM	GRS		•				
29 PSYCHIC	PSY	•	•				
30 TELEPORT	PSY	•	•				
31 MIMIC	NRM	•	•				
32 DOUBLE TEAM	NRM	•	•				
33 REFLECT	PSY	•	•				
34 BIDE	NRM	•	•				
36 SELF DESTRUCT	NRM	•	•				
37 EGG BOMB	NRM	•	•				
44 REST	PSY	•	•				
46 PSYWAVE	PSY	•	•				
47 EXPLOSION	NRM	•	•				
50 SUBSTITUTE	NRM	•	•				

MEGA DRAIN

EGG BOMB

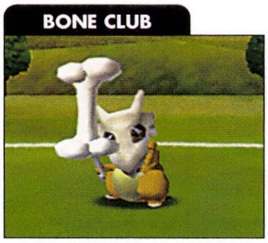
100 OK
HP 300/300
L50 OK
HP 127/127

#104 CUBONE

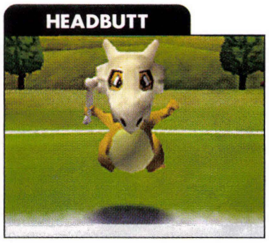
TYPE: GROUND

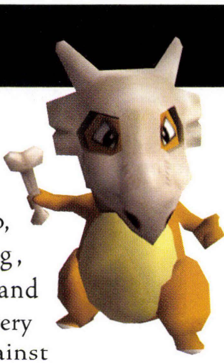
Cubone is always strong against Electric- and Rock-types, which will be of great advantage to you in the Round 2 Petit Cup. Ground-type attacks such as Bone Club, Bonemerang, Earthquake and Dig are all very useful against Electric- and Rock-types.

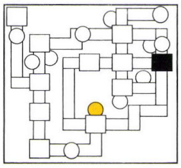
BONE CLUB



HEADBUTT







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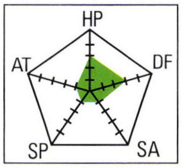


STATS

Y	LEV. 16/SAFARI ZONE
R	LEV. 20/POKéMON TOWER
B	LEV. 20/POKéMON TOWER

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	⬜⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜

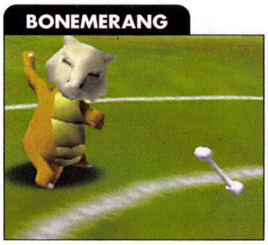
LEVEL 28

#105 MAROWAK

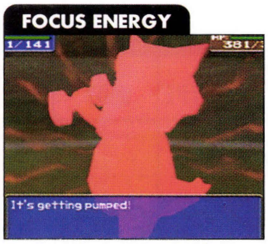
TYPE: GROUND

Marowak should also play to its Ground-type strengths with Ground-type attacks, although a few Normal-type attacks wouldn't be a bad idea. A Marowak with Earthquake and Toxic should make your team for the Round 2 Prime Cup Poké Ball.

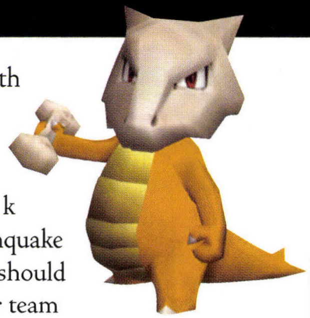
BONEMERANG

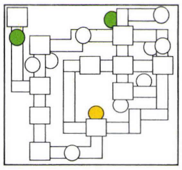


FOCUS ENERGY

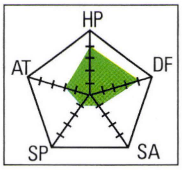


It's getting pumped!





AREA



STATS

Y	LEV. 24/SAFARI ZONE
R	LEV. 40/VICTORY ROAD
B	LEV. 40/VICTORY ROAD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	⬜⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜

ABILITIES

ATTACK	TYPE	#104		#105	
		🟨	🟥🟦	🟨	🟥🟦
GROWL	NRM	-	-	*	-
BONE CLUB	GRD	-	-	-	-
TAIL WHIP	NRM	-		-	
HEADBUTT	NRM	18		-	
LEER	NRM	25	25	25	-
FOCUS ENERGY	NRM	31	31	33	33
THRASH	NRM	38	38	41	41
BONEMERANG	GRD	43	43	48	48
RAGE	NRM	46	46	55	55

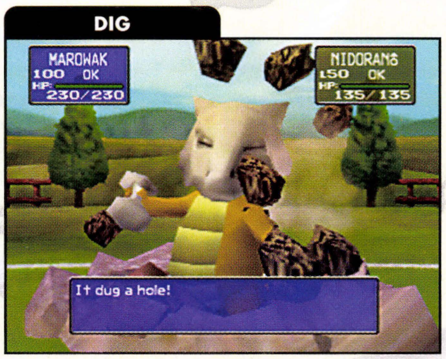
* In Yellow, if evolved from Cubone, it will have leared Growl.

FOCUS ENERGY

TM & HM ABILITIES

# ATTACK	TYPE	#104	#105
01 MEGA PUNCH	NRM	•	•
05 MEGA KICK	NRM	•	•
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
17 SUBMISSION	FTG	•	•
18 COUNTER	FTG	•	•
19 SEISMIC TOSS	FTG	•	•
20 RAGE	NRM	•	•
26 EARTHQUAKE	GRD	•	•
27 FISSURE	GRD	•	•
28 DIG	GRD	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
38 FIRE BLAST	FIR	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
04 STRENGTH	NRM	•	•

DIG

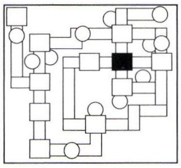


It dug a hole!

#106 HITMONLEE

TYPE: FIGHTING

All Fighting-types, including Hitmonlee, have great Attack power and high HP at the expense of nearly everything else. Work with Hitmonlee's strengths and choose Fighting-type "kick" attacks.



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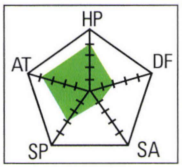


STATS

Y	LEV. 30/EVENT (SAFFRON CITY)
R	LEV. 30/EVENT (SAFFRON CITY)
B	LEV. 30/EVENT (SAFFRON CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■■□	■■■□	■□□□	■□□□	■■□□

ABILITIES

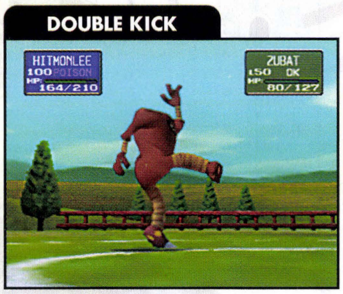
ATTACK	TYPE	#106	
DOUBLE KICK	FTG	-	-
MEDITATE	PSY	-	-
ROLLING KICK	FTG	33	33
JUMP KICK	FTG	38	38
FOCUS ENERGY	NRM	43	43
HI JUMP KICK	FTG	48	48
MEGA KICK	NRM	53	53

You might receive a level-20 Hitmonlee as a gift when you finish the Gym Leader Castle. This Hitmonlee is eligible for the Pika Cup.

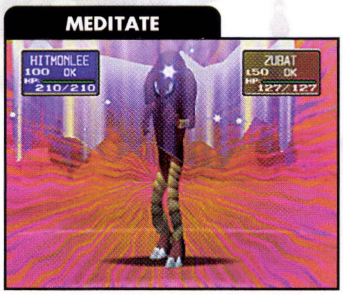
TM & HM ABILITIES

#	ATTACK	TYPE	#106
01	MEGA PUNCH	NRM	•
05	MEGA KICK	NRM	•
06	TOXIC	PSN	•
08	BODY SLAM	NRM	•
09	TAKE DOWN	NRM	•
10	DOUBLE-EDGE	NRM	•
17	SUBMISSION	FTG	•
18	COUNTER	FTG	•
19	SEISMIC TOSS	FTG	•
20	RAGE	NRM	•
31	MIMIC	NRM	•
32	DOUBLE TEAM	NRM	•
34	BIDE	NRM	•
35	METRONOME	NRM	•
39	SWIFT	NRM	•
40	SKULL BASH	NRM	•
44	REST	PSY	•
50	SUBSTITUTE	NRM	•
04	STRENGTH	NRM	•

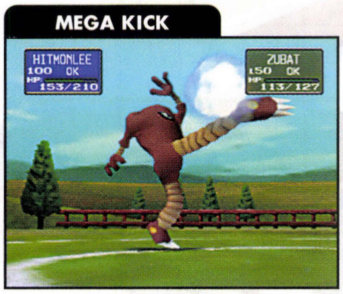
DOUBLE KICK


HITMONLEE
100 POISON
HP 164/210
ZUBAT
L50 OK
HP 80/127

MEDITATE


HITMONLEE
100 OK
HP 210/210
ZUBAT
L50 OK
HP 127/127

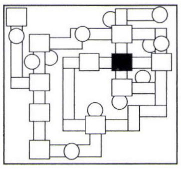
MEGA KICK


HITMONLEE
100 OK
HP 153/210
ZUBAT
L50 OK
HP 113/127

#107 HITMONCHAN

TYPE: FIGHTING

Hitmonchan likes to get punchy, so choose "punch" attacks for this Fighting-type. Hitmonchan's Special Attack power is not very strong, making the Mega Punch its most powerful punching attack.



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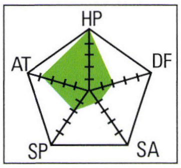


STATS

Y	LEV. 30/EVENT (SAFFRON CITY)
R	LEV. 30/EVENT (SAFFRON CITY)
B	LEV. 30/EVENT (SAFFRON CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■■□	■■■□	■□□□	■□□□	■■□□

ABILITIES

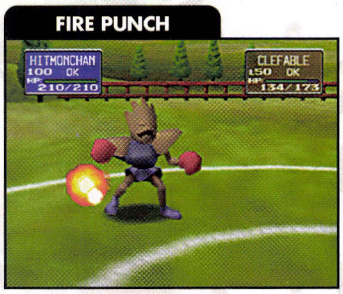
ATTACK	TYPE	#107	
COMET PUNCH	NRM	-	-
AGILITY	PSY	-	-
FIRE PUNCH	FIR	33	33
ICE PUNCH	ICE	38	38
THUNDER PUNCH	ELC	43	43
MEGA PUNCH	NRM	48	48
COUNTER	FTG	53	53

Your gift Pokémon for finishing the Gym Leader Castle might be Hitmonchan. This low-level Pokémon is eligible for the Pika Cup.

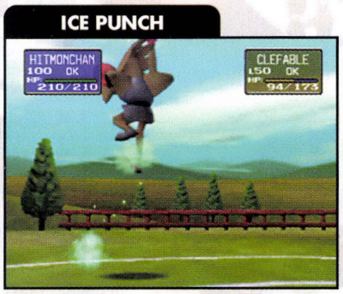
TM & HM ABILITIES

#	ATTACK	TYPE	#107
01	MEGA PUNCH	NRM	•
05	MEGA KICK	NRM	•
06	TOXIC	PSN	•
08	BODY SLAM	NRM	•
09	TAKE DOWN	NRM	•
10	DOUBLE-EDGE	NRM	•
17	SUBMISSION	FTG	•
18	COUNTER	FTG	•
19	SEISMIC TOSS	FTG	•
20	RAGE	NRM	•
31	MIMIC	NRM	•
32	DOUBLE TEAM	NRM	•
34	BIDE	NRM	•
35	METRONOME	NRM	•
39	SWIFT	NRM	•
40	SKULL BASH	NRM	•
44	REST	PSY	•
50	SUBSTITUTE	NRM	•
04	STRENGTH	NRM	•

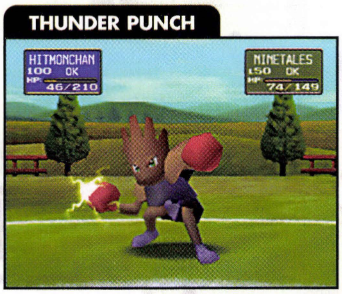
FIRE PUNCH


HITMONCHAN
100 OK
HP 210/210
CLEFABLE
L50 OK
HP 134/173

ICE PUNCH


HITMONCHAN
100 OK
HP 210/210
CLEFABLE
L50 OK
HP 94/173

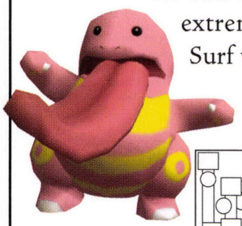
THUNDER PUNCH


HITMONCHAN
100 OK
HP 46/210
NINETALES
L50 OK
HP 74/149

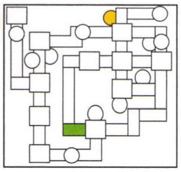
#108 LICKITUNG

TYPE: NORMAL

PI



Lickitung's high HP and decent defense make up for its somewhat lacking Attack power. The extremely effective Earthquake and Surf work well no matter which Pokémon is using them, and are good attacks for Lickitung to have.



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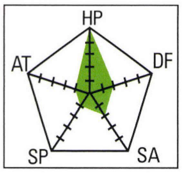


STATS

Y	LEV. 50/UNKOWN DUNGEON
R	LEV. 15/TRADE (ROUTE 18)
B	LEV. 15/TRADE (ROUTE 18)

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
ICE	FIGHTING	POISON	GROUND	FLYING
🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
PSYCHIC	BUG	ROCK	GHOST	
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜	

TM & HM ABILITIES

# ATTACK	TYPE	#108
01 MEGA PUNCH	NRM	•
03 SWORDS DANCE	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
26 EARTHQUAKE	GRD	•
27 FISSURE	GRD	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
38 FIRE BLAST	FIR	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
01 CUT	NRM	•
03 SURF	WTR	•
04 STRENGTH	NRM	•

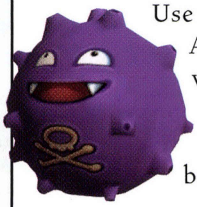
ABILITIES

ATTACK	TYPE	#108	
		🟨	🟥🟦
WRAP	NRM	-	-
SUPERSONIC	NRM	-	-
STOMP	NRM	-	-
DISABLE	NRM	-	-
DEFENSE CURL	NRM	-	-
SLAM	NRM	-	31
SCREECH	NRM	-	39

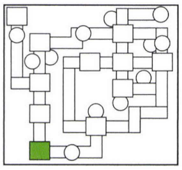
#109 KOFFING

TYPE: POISON

PI PE



Use as many Special Attacks as possible with Koffing—Poison-, Ice- and Electric-types are best.



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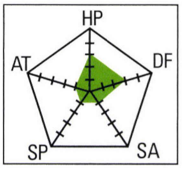

STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
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ICE	FIGHTING	POISON	GROUND	FLYING
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜
PSYCHIC	BUG	ROCK	GHOST	
🟦🟦🟦⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	

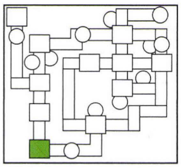
Y	NOT FOUND IN THE WILD
R	LEV. 30/POKéMON MANSION
B	LEV. 30/POKéMON MANSION

LEVEL 35

#110 WEEZING

TYPE: POISON

Give Weezing an air of mystery with Smokescreen. The Poison-type attacks Sludge and Toxic are perfect for this Pokémon.



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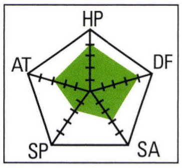

STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
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ICE	FIGHTING	POISON	GROUND	FLYING
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜
PSYCHIC	BUG	ROCK	GHOST	
🟦🟦🟦⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	

Y	NOT FOUND IN THE WILD
R	LEV. 37/POKéMON MANSION
B	LEV. 37/POKéMON MANSION

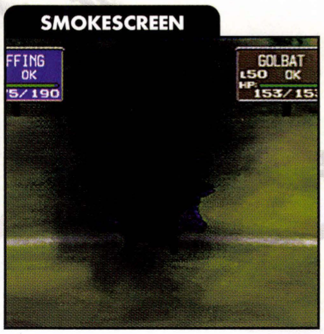
ABILITIES

ATTACK	TYPE	#109		#110	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM		-		-
SMOG	PSN		-		-
SLUDGE	PSN		32		-
SMOKESCREEN	NRM		37		39
SELF DESTRUCT	NRM		40		43
HAZE	ICE		45		49
EXPLOSION	NRM		48		53

TM & HM ABILITIES

# ATTACK	TYPE	#109	#110
06 TOXIC	PSN	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
36 SELF DESTRUCT	NRM	•	•
38 FIRE BLAST	FIR	•	•
44 REST	PSY	•	•
47 EXPLOSION	NRM	•	•
50 SUBSTITUTE	NRM	•	•

SMOKESCREEN



#111 RHYHORN

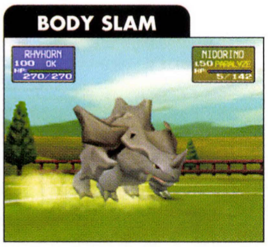
TYPE: GROUND ROCK

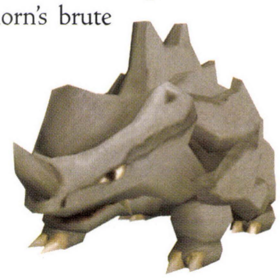
Rhyhorn looks tough, and it is, with its High HP, strong physical Attacks and good defense. Horn Drill, Earthquake and Body Slam take advantage of Ryhorn's brute strength.

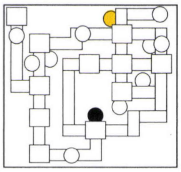
HORN DRILL

RHYHORN
100 OK
HP:
145/270
CLEFABLE
L50 OK
HP:
173/173

BODY SLAM


RHYHORN
100 OK
HP:
270/270
NIDORINO
L50 PARALYZE
HP:
5/142





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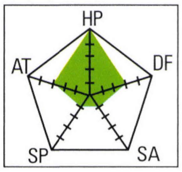
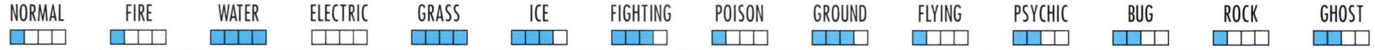


STATS

Y	LEV. 20/SAFARI ZONE
R	LEV. 25/SAFARI ZONE
B	LEV. 25/SAFARI ZONE



LEVEL 42

#112 RHYDON

TYPE: GROUND ROCK

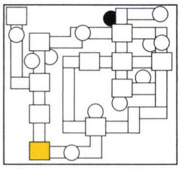
The thick, armored hide of Rhydon makes it very strong against Normal-type attacks, including Explosion—a favorite attack of Trainers in Round 2.

DOUBLE-EDGE

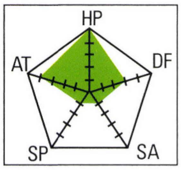
RHYDON
100 OK
HP:
320/320
NIDORINO
L50 OK
HP:
142/142

EARTHQUAKE

RHYDON
100 OK
HP:
320/320
GLOOM
L50 PARALYZE
HP:
27/141

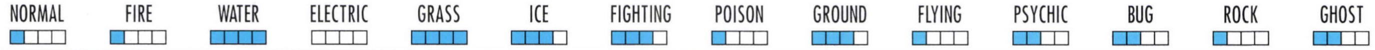


AREA



STATS

Y	LEV. 15/TRADE (CINNABAR ISLAND)
R	LEV. 52/UNKOWN DUNGEON
B	LEV. 52/UNKNOWN DUNGEON



ABILITIES

ATTACK	TYPE	#111		#112	
		🟨	🟥🟦	🟨	🟥🟦
HORN ATTACK	NRM	-	-	-	-
STOMP	NRM	30	30	30	-
TAIL WHIP	NRM	35	35	35	-
FURY ATTACK	NRM	40	40	40	-
HORN DRILL	NRM	45	45	48	48
LEER	NRM	50	50	55	55
TAKE DOWN	NRM	55	55	64	64

ROCK SLIDE

RHYDON
100 OK
HP:
320/320
WIGGLYTUFF
L50 OK
HP:
221/221

TM & HM ABILITIES

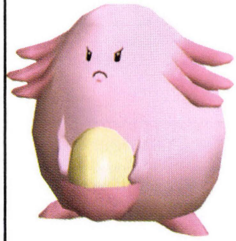
# ATTACK	TYPE	#111	#112	# ATTACK	TYPE	#111	#112
01 MEGA PUNCH	NRM		•	26 EARTHQUAKE	GRD	•	•
05 MEGA KICK	NRM		•	27 FISSURE	GRD	•	•
06 TOXIC	PSN	•	•	28 DIG	GRD	•	•
07 HORN DRILL	NRM	•	•	31 MIMIC	NRM	•	•
08 BODY SLAM	NRM	•	•	32 DOUBLE TEAM	NRM	•	•
09 TAKE DOWN	NRM	•	•	34 BIDE	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•	38 FIRE BLAST	FIR	•	•
11 BUBBLEBEAM	WTR		•	40 SKULL BASH	NRM	•	•
12 WATER GUN	WTR		•	44 REST	PSY	•	•
13 ICE BEAM	ICE		•	48 ROCK SLIDE	RCK	•	•
14 BLIZZARD	ICE		•	50 SUBSTITUTE	NRM	•	•
15 HYPER BEAM	NRM		•	03 SURF	WTR		•
16 PAY DAY	NRM		•	04 STRENGTH	NRM	•	•
17 SUBMISSION	FTG		•				
18 COUNTER	FTG		•				
19 SEISMIC TOSS	FTG		•				
20 RAGE	NRM	•	•				
24 THUNDERBOLT	ELC	•	•				
25 THUNDER	ELC	•	•				

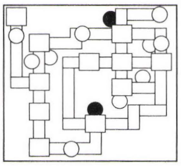
In the Pokémon Yellow game, catch an under-level-20 Golduck at Route 6. Trade it at Cinnabar Island for a Rhydon that is eligible for the Pika Cup.

#113 CHANSEY

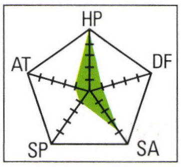
TYPE: **NORMAL**

Chansey can learn many different types of attacks, including Thunderbolt, Psychic and Ice Beam. All are good, but none is as vital as Chansey's signature Softboiled attack.





AREA



STATS

Y	LEV. 7/SAFARI ZONE
R	LEV. 23/SAFARI ZONE
B	LEV. 23/SAFARI ZONE

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

TM & HM ABILITIES

# ATTACK	TYPE	#113
01 MEGA PUNCH	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
22 SOLARBEAM	GRS	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
35 METRONOME	NRM	•
37 EGG BOMB	NRM	•
38 FIRE BLAST	FIR	•
40 SKULL BASH	NRM	•
41 SOFTBOILED	NRM	•
44 REST	PSY	•
45 THUNDER WAVE	ELC	•
46 PSYWAVE	PSY	•
49 TRI ATTACK	NRM	•
50 SUBSTITUTE	NRM	•
04 STRENGTH	NRM	•
05 FLASH	NRM	•

ABILITIES

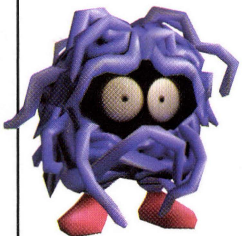
ATTACK	TYPE	#113	
		🟨	🟥🟦
POUND	NRM	-	-
TAIL WHIP	NRM	-	
DOUBLESLAP	NRM	12	-
SING	NRM	24	24
GROWL	NRM	30	30
MINIMIZE	NRM	38	38
DEFENSE CURL	NRM	44	44
LIGHT SCREEN	PSY	48	48
DOUBLE-EDGE	NRM	54	54

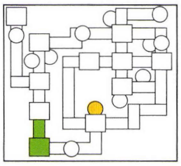
SOFTBOILED

#114 TANGELA

TYPE: **GRASS**

Bind seems to have been invented with Tangela in mind, and it is perfect for tying up tough opponents and possibly forcing a Trainer to change Pokémon to your advantage.





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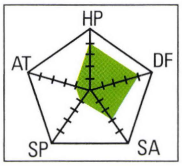


STATS

Y	LEV. 22/SAFARI ZONE
R	LEV. 13/TRADE (CINNABAR ISLAND)
B	LEV. 13/TRADE (CINNABAR ISLAND)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■■□	■□□□	■□□□	■□□□	■■■□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■■□	■□□□	■■■□	■■□□	■■■□	■■□□	■■□□

ABILITIES

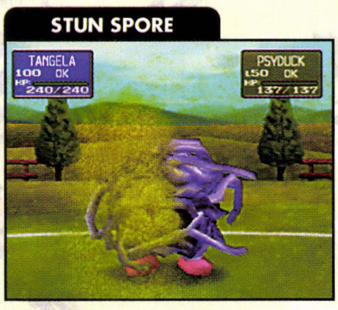
ATTACK	TYPE	#114	
		🟨	🟥🟦
CONSTRICT	NRM	-	-
BIND	NRM	24	-
ABSORB	GRS	27	29
VINE WHIP	GRS	29	
POISON POWDER	PSN	32	32
STUN SPORE	GRS	36	36
SLEEP POWDER	GRS	39	39
SLAM	NRM	45	45
GROWTH	NRM	48	48

TM & HM ABILITIES

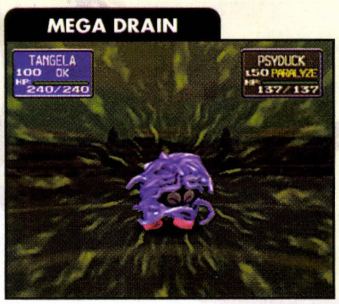
# ATTACK	TYPE	#114
03 SWORDS DANCE	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
21 MEGA DRAIN	GRS	•
22 SOLARBEAM	GRS	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
01 CUT	NRM	•

To get a Tangela into the Pika Cup, catch an under-level-20 Venonat at Route 24 or 25 in Yellow, then put it into a Red or Blue game and trade it for a Tangela on Cinnabar Island.

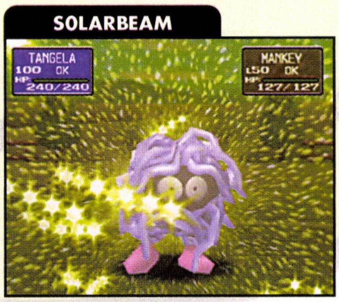
STUN SPORE



MEGA DRAIN

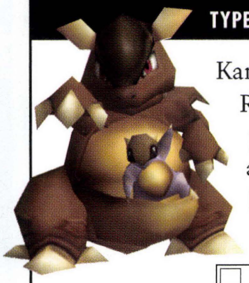


SOLARBEAM

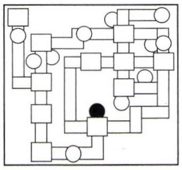


#115 KANGASKHAN

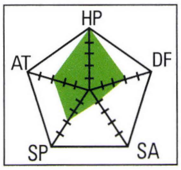
TYPE: NORMAL



Kangaskhan's Normal-, Ground- and Rock-type attacks are very powerful, so concentrate on those as you train your Pokémon. Kangaskhan is rather speedy for such a big Pokémon.



AREA



STATS

Y	LEV. 28/SAFARI ZONE
R	LEV. 25/SAFARI ZONE
B	LEV. 25/SAFARI ZONE

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜	

TM & HM ABILITIES

# ATTACK	TYPE	#115	# ATTACK	TYPE	#115
01 MEGA PUNCH	NRM	•	31 MIMIC	NRM	•
05 MEGA KICK	NRM	•	32 DOUBLE TEAM	NRM	•
06 TOXIC	PSN	•	34 BIDE	NRM	•
08 BODY SLAM	NRM	•	38 FIRE BLAST	FIR	•
09 TAKE DOWN	NRM	•	40 SKULL BASH	NRM	•
10 DOUBLE-EDGE	NRM	•	44 REST	PSY	•
11 BUBBLEBEAM	WTR	•	48 ROCK SLIDE	RCK	•
12 WATER GUN	WTR	•	50 SUBSTITUTE	NRM	•
13 ICE BEAM	ICE	•	03 SURF	WTR	•
14 BLIZZARD	ICE	•	04 STRENGTH	NRM	•
15 HYPER BEAM	NRM	•			
17 SUBMISSION	FTG	•			
18 COUNTER	FTG	•			
19 SEISMIC TOSS	FTG	•			
20 RAGE	NRM	•			
24 THUNDERBOLT	ELC	•			
25 THUNDER	ELC	•			
26 EARTHQUAKE	GRD	•			
27 FISSURE	GRD	•			

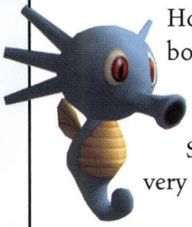
ABILITIES

ATTACK	TYPE	#115	
		🟨	🟥🟦
COMET PUNCH	NRM	-	-
RAGE	NRM	-	-
BITE	NRM	-	26
TAIL WHIP	NRM	31	31
MEGA PUNCH	NRM	36	36
LEER	NRM	41	41
DIZZY PUNCH	NRM	46	46

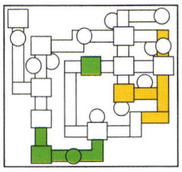
#116 HORSEA

TYPE: WATER

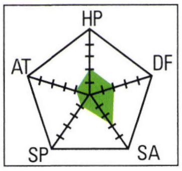
PI PE



Horsea does well with both Water- and Ice-type attacks, and the Normal-type Smokescreen is also very useful.



AREA



STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	

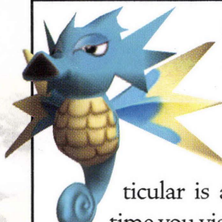
Y	LEV. 5/FISHING (ROUTE 11, VERMILION CITY)
R	LEV. 15/FISHING (ROUTES 19, 20 & 21, CINNABAR ISLAND, SEAFOAM ISLAND)
B	LEV. 15/FISHING (ROUTES 19, 20 & 21, CINNABAR ISLAND, SEAFOAM ISLAND)

LEVEL 32

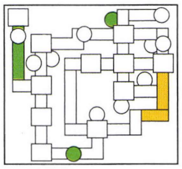
#117 SEADRA

TYPE: WATER

PI



Seadra and Horsea are extremely resistant to Ice- and Water-type attacks, and Seadra in particular is an asset the second time you visit Cerulean Gym.



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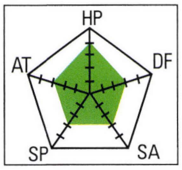


STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
🟦🟦⬜⬜	🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	

Y	LEV. 20/FISHING (ROUTE 13)
R	LEV. 23/FISHING (ROUTE 23, UNKNOWN DUNGEON)
B	LEV. 23/FISHING (ROUTE 23, UNKNOWN DUNGEON)

ABILITIES

ATTACK	TYPE	#116		#117	
		🟨	🟥🟦	🟨	🟥🟦
BUBBLE	WTR	-	-	-	-
SMOKESCREEN	NRM	19	19	19	19
LEER	NRM	24	24	24	24
WATER GUN	WTR	30	30	30	30
AGILITY	PSY	37	37	41	41
HYDRO PUMP	WTR	45	45	52	52

TM & HM ABILITIES

# ATTACK	TYPE	#116	#117
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR	•	•

HYDRO PUMP

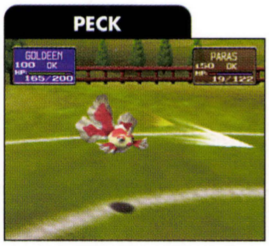
PARAS
L50 OK
HP:
122/122

#118 GOLDEEN

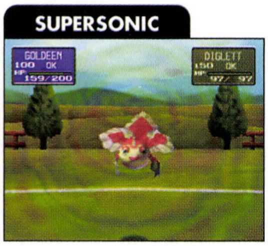
TYPE: WATER

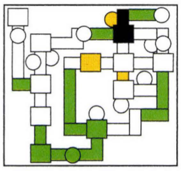
Any Pokémon with a horn does well with Horn Drill or Horn Attack. The superstrong Waterfall and Surf are super choices for your Goldeen.

PECK

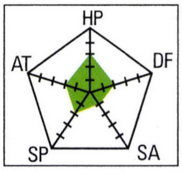

GOLDEEN
100 OK
HP: 165/200
PARAS
L50 OK
HP: 19/122

SUPERSONIC


GOLDEEN
100 OK
HP: 159/200
DIGLETT
L50 OK
HP: 97/97



AREA



STATS

Y	LEV. 5/FISHING (ROUTE 6, CELADON CITY)
R	LEV. 10/FISHING
B	LEV. 10/FISHING

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

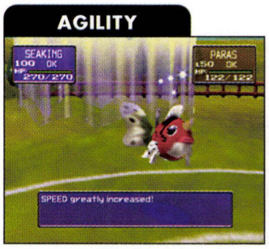
LEVEL 33

#119 SEAKING

TYPE: WATER

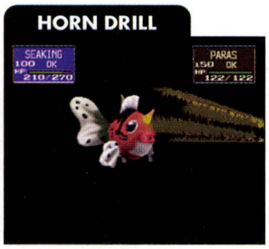
Goldeen's evolved form, Seaking, benefits from higher HP and better Attack power across the board, and its Water-type attacks are even more impressive.

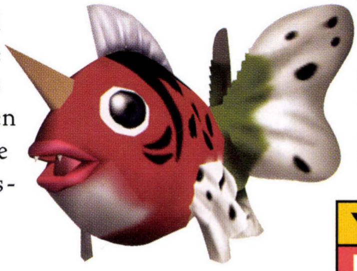
AGILITY

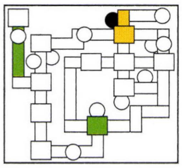

SEAKING
100 OK
HP: 270/270
PARAS
L50 OK
HP: 122/122

SPEED greatly increased!

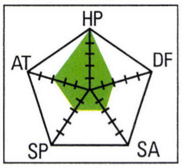
HORN DRILL


SEAKING
100 OK
HP: 210/270
PARAS
L50 OK
HP: 122/122





AREA



STATS

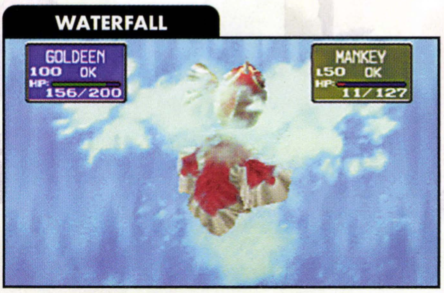
Y	LEV. 30/FISHING (ROUTE 24, CERULEAN CITY)
R	LEV. 23/FISHING (ROUTE 23, FUCHSIA CITY, UNKNOWN DUNGEON)
B	LEV. 23/FISHING (ROUTE 23, FUCHSIA CITY, UNKNOWN DUNGEON)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

ABILITIES

ATTACK	TYPE	#118		#119	
		🟨	🟥🟦	🟨	🟥🟦
PECK	FLY	-	-	-	-
TAIL WHIP	NRM	-	-	-	-
SUPERSONIC	NRM	19	19	-	-
HORN ATTACK	NRM	24	24	-	24
FURY ATTACK	NRM	30	30	30	30
WATERFALL	WTR	37	37	39	39
HORN DRILL	NRM	45	45	48	48
AGILITY	PSY	54	54	54	54

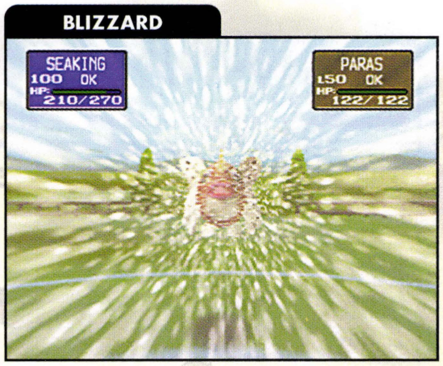
WATERFALL


GOLDEEN
100 OK
HP: 156/200
MANKEY
L50 OK
HP: 11/127

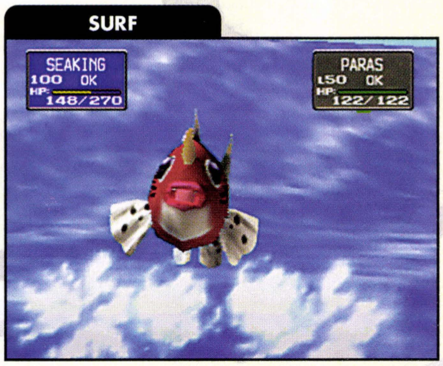
TM & HM ABILITIES

# ATTACK	TYPE	#118	#119
06 TOXIC	PSN	●	●
07 HORN DRILL	NRM	●	●
09 TAKE DOWN	NRM	●	●
10 DOUBLE-EDGE	NRM	●	●
11 BUBBLEBEAM	WTR	●	●
12 WATER GUN	WTR	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM		●
20 RAGE	NRM	●	●
31 MIMIC	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
34 BIDE	NRM	●	●
39 SWIFT	NRM	●	●
40 SKULL BASH	NRM	●	●
44 REST	PSY	●	●
50 SUBSTITUTE	NRM	●	●
03 SURF	WTR	●	●

BLIZZARD


SEAKING
100 OK
HP: 210/270
PARAS
L50 OK
HP: 122/122

SURF

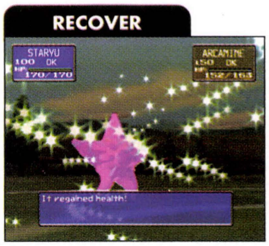

SEAKING
100 OK
HP: 148/270
PARAS
L50 OK
HP: 122/122

#120 STARYU

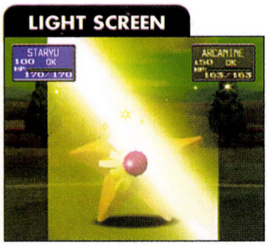
TYPE: WATER

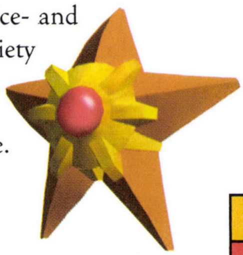
Staryu and Starmie really are stars. They can learn Water-, Psychic-, Ice- and Electric-type attacks, and they are very fast as well. Give your stars a variety of attacks—you can use them in nearly every battle.

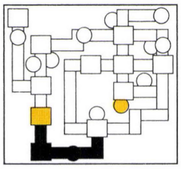
RECOVER


STARYU
100 OK
HP:
170/170
ARCANINE
L50 OK
152/163
It regained health!

LIGHT SCREEN


STARYU
100 OK
HP:
170/170
ARCANINE
L50 OK
163/163

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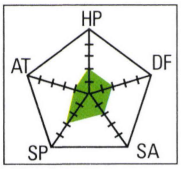


STATS

Y	LEV. 5/FISHING (PALLET TOWN)
R	LEV. 15/FISHING (ROUTES 19, 20 & 21, CINNABAR ISLAND, SEAFOAM ISLAND)
B	LEV. 15/FISHING (ROUTES 19, 20 & 21, CINNABAR ISLAND, SEAFOAM ISLAND)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

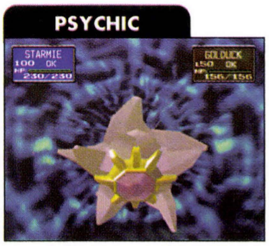
WATER STONE

#121 STARMIE

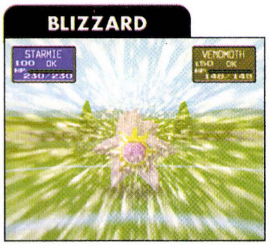
TYPE: WATER PSYCHIC

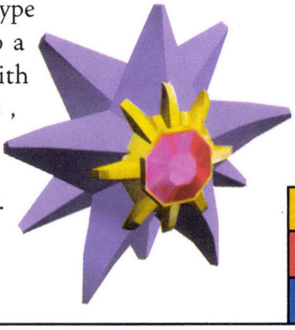
Starmie is a Pokémon-of-all-trades and can take on almost any type with ease. Only the Electric- and Grass-types are real threats to a Starmie with Psychic, Thunderbolt, Surf and Recover.

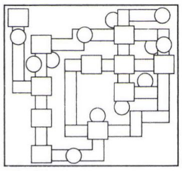
PSYCHIC


STARMIE
100 OK
HP:
230/230
GOLDUCK
L50 OK
156/156

BLIZZARD


STARMIE
100 OK
HP:
230/230
VENOMOTH
L50 OK
148/148

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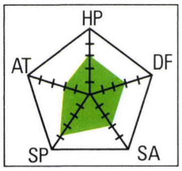


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■□□□	■■□□	■■□□	■■□□	■□□□	■■■□	■■□□	□□□□

ABILITIES

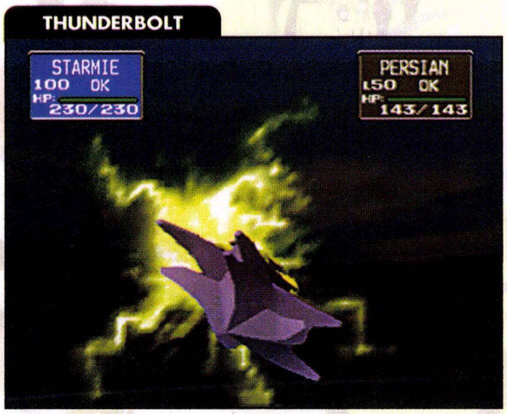
ATTACK	TYPE	#120		#121	
TACKLE	NRM	-	-	-	-
WATER GUN	WTR	17	17		
HARDEN	NRM	22	22		
RECOVER	NRM	27	27		
SWIFT	NRM	32	32		
MINIMIZE	NRM	37	37		
LIGHT SCREEN	PSY	42	42		
HYDRO PUMP	WTR	47	47		

SURF

TM & HM ABILITIES

# ATTACK	TYPE	#120	#121
06 TOXIC	PSN	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC	•	•
25 THUNDER	ELC	•	•
29 PSYCHIC	PSY	•	•
30 TELEPORT	PSY	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC	•	•
46 PSYWAVE	PSY	•	•
49 TRI ATTACK	NRM	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR	•	•
05 FLASH	NRM	•	•

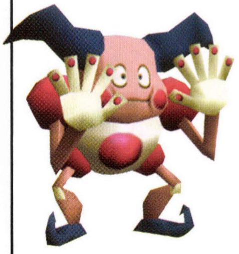
THUNDERBOLT

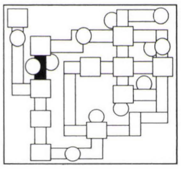

STARMIE
100 OK
HP:
230/230
PERSIAN
L50 OK
HP:
143/143

#122 MR. MIME

TYPE: PSYCHIC

Mr. Mime is a good choice when fighting Sabrina in Saffron Gym in Round 2. If you give Mr. Mime Psychic, Seismic Toss and Thunderbolt, it will do very well.





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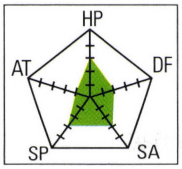


STATS

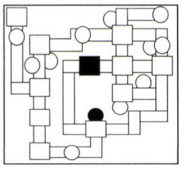
Y	LEV. 8/TRADE (ROUTE 2)
R	LEV. 6/TRADE (ROUTE 2)
B	LEV. 6/TRADE (ROUTE 2)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■□□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■□□□	■■■□	■■□□	□□□□

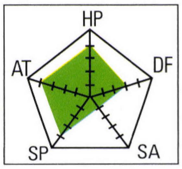
#123 SCYTHER

TYPE: BUG FLYING

The fast Bug-type Scyther is also a Flying-type, so be careful around Electric-types. Oddly, Scyther's top attacks are not Bug-type at all but lean toward Normal-type.



AREA



STATS

Y	LEV. 15/SAFARI ZONE
R	LEV. 23/SAFARI ZONE
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■■□	■■□□	■■■□	■□□□	■■■□	■□□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■■□	□□□□	■■■□	■■□□	■□□□	■■■■	■■□□

ABILITIES

ATTACK	TYPE	#122	
		🟨	🟥🟦
BARRIER	PSY	-	-
CONFUSION	PSY	15	15
LIGHT SCREEN	PSY	23	23
DOUBLESLAP	NRM	31	31
MEDITATE	PSY	39	39
SUBSTITUTE	NRM	47	47

LIGHT SCREEN

R.MIME
) OK
90/190
GEODUDE
L50 OK
HP:
124/124

PSYCHIC

R.MIME
) OK
38/190
GEODUDE
L50 OK
HP:
124/124

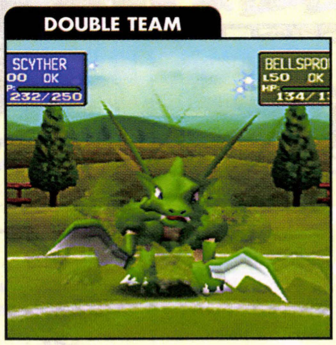
TM & HM ABILITIES

# ATTACK	TYPE	#122
01 MEGA PUNCH	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
22 SOLARBEAM	GRS	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
35 METRONOME	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
45 THUNDER WAVE	ELC	•
46 PSYWAVE	PSY	•
50 SUBSTITUTE	NRM	•
05 FLASH	NRM	•

ABILITIES

ATTACK	TYPE	#123	
		🟨	🟥🟦
QUICK ATTACK	NRM	-	-
LEER	NRM	17	-
FOCUS ENERGY	NRM	20	-
DOUBLE TEAM	NRM	24	24
SLASH	NRM	29	29
SWORDS DANCE	NRM	35	35
AGILITY	PSY	42	42
WING ATTACK	FLY	50	

DOUBLE TEAM


SCYTHER
00 OK
232/250
BELLSPRO
L50 OK
HP:
134/1

SLASH

SCYTHER
0 PARALYZE
218/250
TENTACOOL
L50 OK
HP:
124/12

TM & HM ABILITIES

# ATTACK	TYPE	#123
03 SWORDS DANCE	NRM	•
06 TOXIC	PSN	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
39 SWIFT	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
01 CUT	NRM	•

SWORDS DANCE

SCYTHER
100 PARALYZE
HP:
232/250
BELLSPROUT
L50 OK
HP:
134/134

ATTACK greatly increased!

WING ATTACK

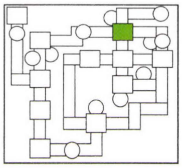
SCYTHER
100 PARALYZE
HP:
178/250
POLIWAG
L50 OK
HP:
100/127

Critical hit!

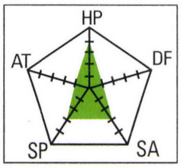
#124 JYNX

TYPE: ICE PSYCHIC

This Ice-and-Psychic-type's most powerful attack is Blizzard. If you are going to use Jynx in Round 2, make sure it has it, as well as Lovely Kiss and Psychic.



AREA



STATS

Y	NOT FOUND IN THE WILD
R	LEV. 15/TRADE (CERULEAN CITY)
B	LEV. 15/TRADE (CERULEAN CITY)

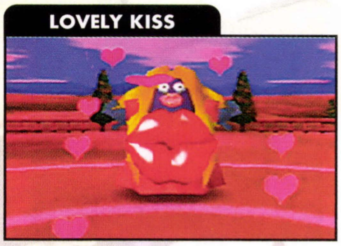
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■■□	■■□□	■■□□	■■□□	■□□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■□□□	■■■□	■■■□	□□□□

ABILITIES

ATTACK	TYPE	#124	
		🟨	🟥🟦
POUND	NRM		-
LOVELY KISS	NRM		-
LICK	GHO		-
DOUBLESLAP	NRM		-
ICE PUNCH	ICE		31
BODY SLAM	NRM		39
THRASH	NRM		47
BLIZZARD	ICE		58

To use Jynx in the Pika Cup, catch an under-level-20 Poliwhirl at Route 22 in Yellow. Move it to a Red or Blue game and trade it for a Jynx in Cerulean City.

LOVELY KISS



BLIZZARD

240/240
134/134

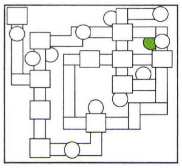
TM & HM ABILITIES

# ATTACK	TYPE	#124
01 MEGA PUNCH	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
35 METRONOME	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
46 PSYWAVE	PSY	•
50 SUBSTITUTE	NRM	•

#125 ELECTABUZZ

TYPE: ELECTRIC

Teach your Electabuzz Psychic, Thunderbolt and Thunder Wave, then use it to battle in the Round 2 Gym Leader Castle against Water-, Flying- and Poison-types.



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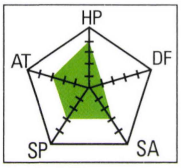


STATS

Y	NOT FOUND IN THE WILD
R	LEV. 33/POWER PLANT
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■□□□	■■□□	■■□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

ABILITIES

ATTACK	TYPE	#125	
		🟨	🟥🟦
QUICK ATTACK	NRM		-
LEER	NRM		-
THUNDERSHOCK	ELC		34
SCREECH	NRM		37
THUNDER PUNCH	ELC		42
LIGHT SCREEN	PSY		49
THUNDER	ELC		54

THUNDER PUNCH

LECTABUZZ
OO OK
240/240
TENTACOOL
L50 OK
HP:
124/12

LIGHT SCREEN

LECTABUZZ
OO OK
240/240
ABRA
L50 SLEEP
HP:
112/11

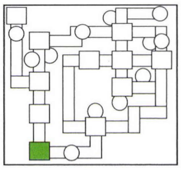
TM & HM ABILITIES

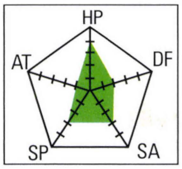
# ATTACK	TYPE	#125
01 MEGA PUNCH	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
35 METRONOME	NRM	•
39 SWIFT	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
45 THUNDER WAVE	ELC	•
46 PSYWAVE	PSY	•
50 SUBSTITUTE	NRM	•
04 STRENGTH	NRM	•
05 FLASH	NRM	•

#126 MAGMAR

TYPE: FIRE

In addition to the recommended attacks below, you may want to take advantage of Magmar's relatively high Special Attack ability with some Poison- or Psychic-type attacks.


AREA



STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	LEV. 34/POKéMON MANSION

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■□□□	■■■□	■■□□	■□□□	■■□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■■□	■■□□	■■□□	■□□□	■■■□	■■□□

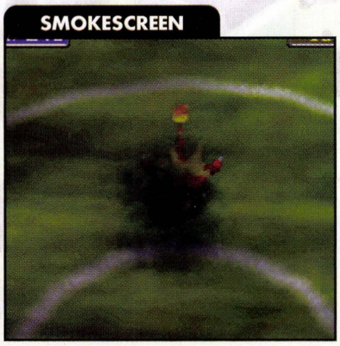
ABILITIES

ATTACK	TYPE	#126	
		Y	R/B
EMBER	FIR		-
LEER	NRM		36
CONFUSE RAY	GHO		39
FIRE PUNCH	FIR		43
SMOKESCREEN	NRM		48
SMOG	PSN		52
FLAMETHROWER	FIR		55

FIRE PUNCH

MAGMAR
100 OK
HP 184/240
GEODUDE
150 OK
HP 124/124

SMOKESCREEN



TM & HM ABILITIES

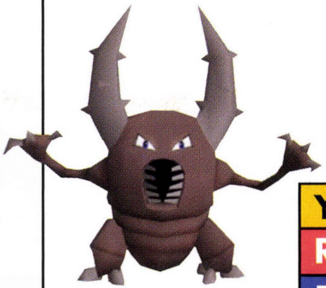
# ATTACK	TYPE	#126
01 MEGA PUNCH	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
35 METRONOME	NRM	•
38 FIRE BLAST	FIR	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
46 PSYWAVE	PSY	•
50 SUBSTITUTE	NRM	•
04 STRENGTH	NRM	•

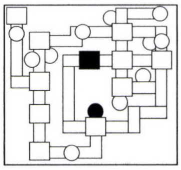
FLAMETHROWER

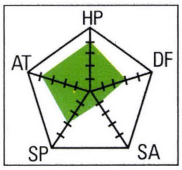
#127 PINSIR

TYPE: BUG

Like Scyther, Pinsir is a Bug-type that doesn't really have any Bug-type attacks—just the weaknesses. The supersharp Guillotine and Slash work very well with this Pokémon.




AREA



STATS

Y	LEV. 15/SAFARI ZONE
R	NOT FOUND IN THE WILD
B	LEV. 20/EVENT (CELADON CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■■□	■■□□	■■□□	■□□□	■■□□	■□□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■■□	■□□□	■■■□	■■□□	■■□□	■■■□	■■□□

ABILITIES

ATTACK	TYPE	#127	
		Y	R/B
VICEGRIP	NRM	-	-
BIND	NRM	21	
SEISMIC TOSS	FTG	25	25
GUILLOTINE	NRM	30	30
FOCUS ENERGY	NRM	36	36
HARDEN	NRM	43	43
SLASH	NRM	49	49
SWORDS DANCE	NRM	54	54

GUILLOTINE

PINSIR
100 OK
HP 240/240
TENTACOOL
150 OK
HP 124/124

SLASH

PINSIR
00 OK
HP 190/240
POLIWAG
150 OK
HP 127/12

TM & HM ABILITIES

# ATTACK	TYPE	#127
03 SWORDS DANCE	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
17 SUBMISSION	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
01 CUT	NRM	•
04 STRENGTH	NRM	•

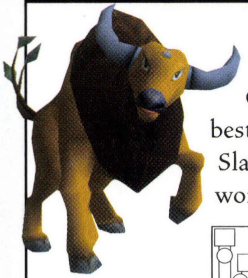
BODY SLAM

PINSIR
100 OK
HP 190/240
MACHOP
150 OK
HP 154/154

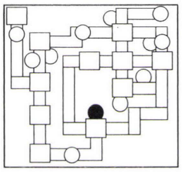
SUBMISSION

#128 TAUROS

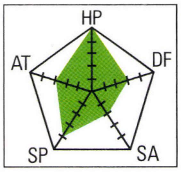
TYPE: NORMAL



Tauros has very strong physical attacks, making Normal- and Ground-type attacks among the best to use with this Pokémon. Body Slam and Horn Drill in particular work well.

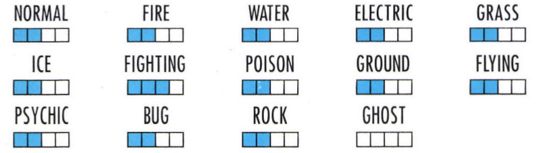


AREA



STATS

Y	LEV. 21/SAFARI ZONE
R	LEV. 26/SAFARI ZONE
B	LEV. 26/SAFARI ZONE



ABILITIES

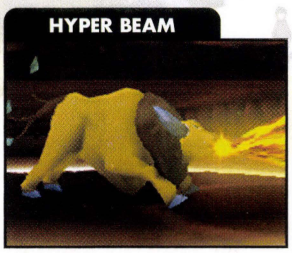
ATTACK	TYPE	#128	
TACKLE	NRM	-	-
STOMP	NRM	-	-
TAIL WHIP	NRM	28	28
LEER	NRM	35	35
RAGE	NRM	44	44
TAKE DOWN	NRM	51	51

TM & HM ABILITIES

# ATTACK	TYPE	#128
06 TOXIC	PSN	•
07 HORN DRILL	NRM	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
26 EARTHQUAKE	GRD	•
27 FISSURE	GRD	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
34 BIDE	NRM	•
38 FIRE BLAST	FIR	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
04 STRENGTH	NRM	•

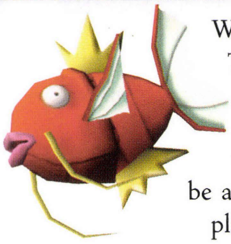
EARTHQUAKE

HYPER BEAM

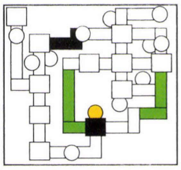


#129 MAGIKARP

TYPE: WATER



With only Tackle and Splash, Magikarp will never be an effective player.



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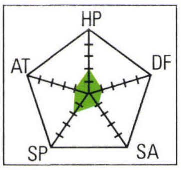
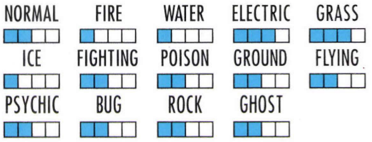


STATS

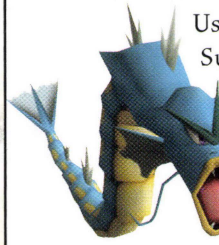


Y	LEV. 5/EVENT (ROUTE 3), FISHING (SAFARI ZONE, FUCHSIA CITY)
R	LEV. 5/EVENT (ROUTE 3), FISHING
B	LEV. 5/EVENT (ROUTE 3), FISHING

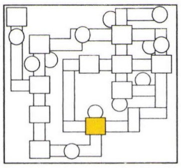
LEVEL 20

#130 GYARADOS

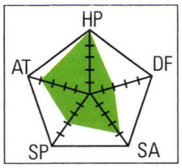
TYPE: WATER FLYING



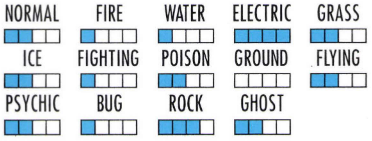
Use Thunder-bolt, Surf, Body Slam and Hyper Beam in the Round 2 Gym Leader Castle.



AREA



STATS



Y	LEV. 15/FISHING (FUCHSIA CITY)
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

ABILITIES

ATTACK	TYPE	#129		#130	
SPLASH	NRM	-	-	*	*
TACKLE	NRM	15	15	-	-
BITE	NRM			20	20
DRAGON RAGE	DRG			25	25
LEER	NRM			32	32
HYDRO PUMP	WTR			41	41
HYPER BEAM	NRM			52	52

TM & HM ABILITIES

# ATTACK	TYPE	#129	#130
06 TOXIC	PSN		•
08 BODY SLAM	NRM		•
09 TAKE DOWN	NRM		•
10 DOUBLE-EDGE	NRM		•
11 BUBBLEBEAM	WTR		•
12 WATER GUN	WTR		•
13 ICE BEAM	ICE		•

TM & HM ABILITIES

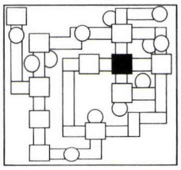
# ATTACK	TYPE	#129	#130
14 BLIZZARD	ICE		•
15 HYPER BEAM	NRM		•
20 RAGE	NRM		•
23 DRAGON RAGE	DRG		•
24 THUNDERBOLT	ELC		•
25 THUNDER	ELC		•
31 MIMIC	NRM		•
32 DOUBLE TEAM	NRM		•
33 REFLECT	PSY		•
34 BIDE	NRM		•
38 FIRE BLAST	FIR		•
40 SKULL BASH	NRM		•
44 REST	PSY		•
50 SUBSTITUTE	NRM		•
03 SURF	WTR		•
04 STRENGTH	NRM		•

*If evolved from Magikarp, it will have learned Splash.

#131 LAPRAS

TYPE: WATER ICE

Lapras is the thickest-skinned Ice-type, with extremely high HP. A Lapras with Body Slam, Blizzard, Dragon Rage and Thunderbolt can take on many different opponents.



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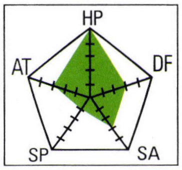


STATS

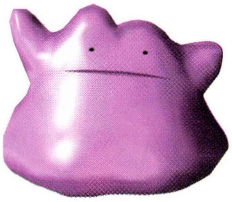
Y	LEV. 15/EVENT (SILPH CO.)
R	LEV. 15/EVENT (SILPH CO.)
B	LEV. 15/EVENT (SILPH CO.)

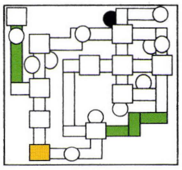
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦🟦⬜
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜

#132 DITTO

TYPE: NORMAL

Ditto's only attack, Transform, makes it an exact replica of its opponent, except it will have only five PPs for each move. If the opponent has an attack it is weak against itself, you may have an advantage—temporarily.





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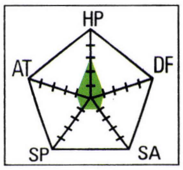


STATS

Y	LEV. 12/POKéMON MANSION
R	LEV. 23/ROUTE 14
B	LEV. 23/ROUTE 14

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜

ABILITIES

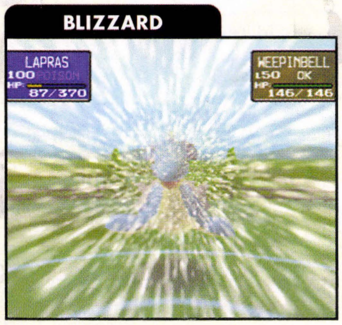
ATTACK	TYPE	#131	
		🟨	🟥🟦
WATER GUN	WTR	-	-
GROWL	NRM	-	-
SING	NRM	16	16
MIST	ICE	20	20
BODY SLAM	NRM	25	25
CONFUSE RAY	GHO	31	31
ICE BEAM	ICE	38	38
HYDRO PUMP	WTR	46	46

MIST

LAPRAS
100 POISON
HP:
370/370
WEEPINBELL
L50 OK
HP:
146/146

It's shrouded in mist!

BLIZZARD


LAPRAS
100 POISON
HP:
87/370
WEEPINBELL
L50 OK
HP:
146/146

TM & HM ABILITIES

# ATTACK	TYPE	#131
06 TOXIC	PSN	•
07 HORN DRILL	NRM	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
22 SOLARBEAM	GRS	•
23 DRAGON RAGE	DRG	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
46 PSYWAVE	PSY	•
50 SUBSTITUTE	NRM	•
03 SURF	WTR	•
04 STRENGTH	NRM	•

ABILITIES

ATTACK	TYPE	#132	
		🟨	🟥🟦
TRANSFORM	NRM	-	-

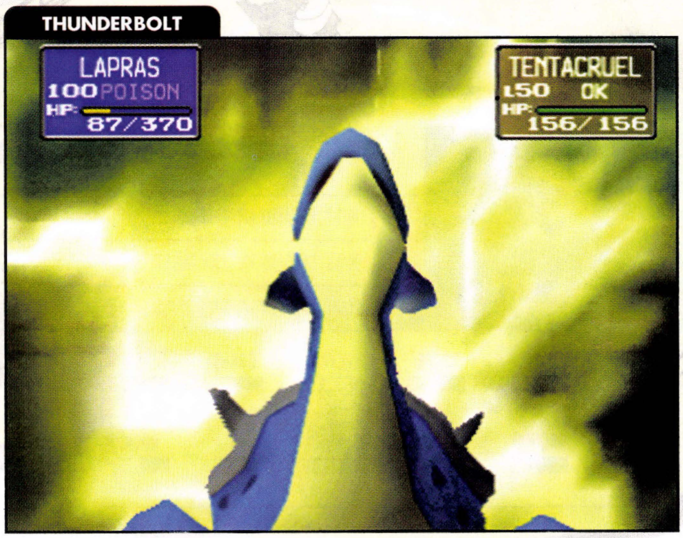
TRANSFORM

DITTO
100 OK
HP:
117/206
GRAVELER
L50 OK
HP:
136/136
DITTO
100 OK
HP:
117/206

DITTO used TRANSFORM!

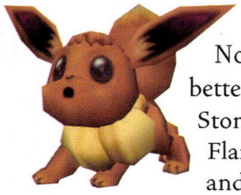
It transformed into GRAVELER!

THUNDERBOLT

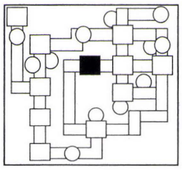

LAPRAS
100 POISON
HP:
87/370
TENTACRUEL
L50 OK
HP:
156/156

#133 EEVEE

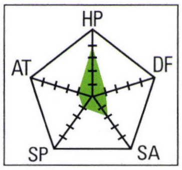
TYPE: NORMAL



You could use Eevee on its own as a Normal-type Pokémon, but you'll be far better served by using a Water, Thunder or Fire Stone to evolve it into Vaporeon, Jolteon or Flareon. The evolutions are more powerful and effective in battle.



AREA



STATS

SAND-ATTACK

EEVEE
100 OK
HP 179/220
GRAVELER
150 OK
HP 136/136

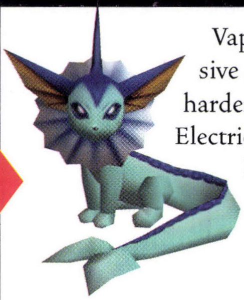
Y	LEV. 25/EVENT (CELADON MANSION)
R	LEV. 25/EVENT (CELADON MANSION)
B	LEV. 25/EVENT (CELADON MANSION)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■■□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	□□□□

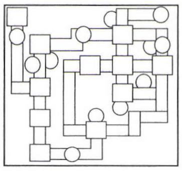
WATER STONE

#134 VAPOREON

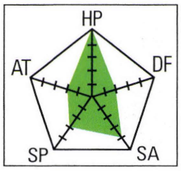
TYPE: WATER



Vaporeon is extremely resilient, and defensive attacks like Acid Armor will only make it harder to knock out. Obviously you have to fear Electric-types, but with Hydro Pump and Aurora Beam it will be the bane of many Pokémon types.



AREA



STATS

ACID ARMOR

VAPOREON
100 OK
HP 339/370
GRAVELER
150 OK
HP 136/136

DEFENSE greatly increased!

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

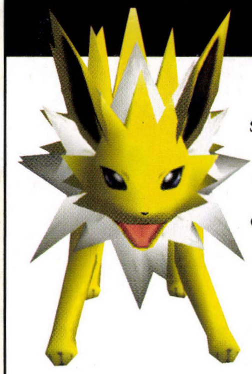
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■□□□	■□□□	■■■□	■■■□	■□□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■■□□

THUNDER STONE

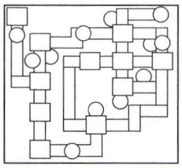
FIRE STONE

#135 JOLTEON

TYPE: ELECTRIC



If you use lots of Carbos on Jolteon, its speed should give it the first attack in almost any situation, and it'll shock Water- and Flying-types out of the air. It can also learn Pin Missile, which is integral against Psychic-types.



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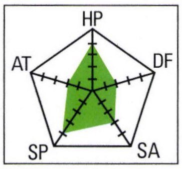


STATS

THUNDERBOLT

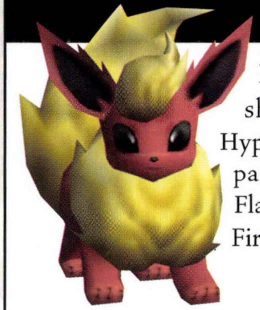
JOLTEON
100 POISON
HP 183/240
KADABRA
150 OK
HP 121/121

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

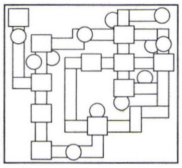
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■□□□	■■□□	■■□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

#136 FLAREON

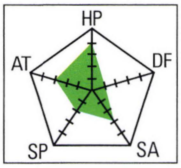
TYPE: FIRE



Flareon has a high Attack rating, and you should take advantage by teaching it Hyper Beam or Body Slam, which can paralyze opponents. Fire Spin and Flamethrower are both supereffective, but Fire Blast is a powerful fiery addition.



AREA



STATS

FLAMETHROWER

FLAREON
100 OK
HP 240/240
FARFETCH'D
150 OK
HP 136/136

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■□□□	■■■□	■■□□	■□□□	■■□□	■■□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■■□	■■□□	■■□□	■□□□	■■■□	■■□□

EEVEE-VAPOREON

ABILITIES

ATTACK	TYPE	#133		#134	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
SAND-ATTACK	NRM	-	-	-	-
GROWL	NRM	-			
QUICK ATTACK	NRM	-	27	-	27
WATER GUN	WTR			-	31
TAIL WHIP	NRM	-	31	-	37
BITE	NRM	30	37	30	40
FOCUS ENERGY	NRM	36			
AURORA BEAM	ICE			36	
ACID ARMOR	PSN			47	42
HAZE	ICE			42	44
TAKE DOWN	NRM	42	45		
MIST	ICE				48
HYDRO PUMP	WTR			52	54

EEVEE-JOLTEON

ABILITIES

ATTACK	TYPE	#133		#135	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
SAND-ATTACK	NRM	-	-	-	-
GROWL	NRM	-			
QUICK ATTACK	NRM	-	27	-	27
THUNDERSHOCK	ELC			-	31
TAIL WHIP	NRM	-	31	-	37
BITE	NRM	30	37		
FOCUS ENERGY	NRM	36			
THUNDER WAVE	ELC			42	40
DOUBLE KICK	FTG			30	42
AGILITY	PSY			47	44
TAKE DOWN	NRM	42	45		
PIN MISSILE	BUG			36	48
THUNDER	ELC			52	54

EEVEE-FLAREON

ABILITIES

ATTACK	TYPE	#133		#136	
		🟨	🟥🟦	🟨	🟥🟦
TACKLE	NRM	-	-	-	-
SAND-ATTACK	NRM	-	-	-	-
GROWL	NRM	-			
QUICK ATTACK	NRM	-	27	-	27
EMBER	FIR			-	31
TAIL WHIP	NRM	-	31	-	37
BITE	NRM	30	37	30	40
FOCUS ENERGY	NRM	36			
LEER	NRM			47	42
FIRE SPIN	FIR			36	44
TAKE DOWN	NRM	42	45		
SMOG	PSN			42	
RAGE	NRM				48
FLAMETHROWER	FIR			52	54

TM & HM ABILITIES

# ATTACK	TYPE	#133	#134
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR		•
12 WATER GUN	WTR		•
13 ICE BEAM	ICE		•
14 BLIZZARD	ICE		•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR		•

TM & HM ABILITIES

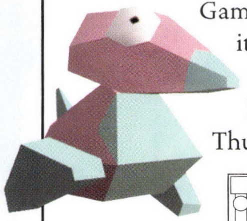
# ATTACK	TYPE	#133	#135
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
24 THUNDERBOLT	ELC		•
25 THUNDER	ELC		•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
45 THUNDER WAVE	ELC		•
50 SUBSTITUTE	NRM	•	•
05 FLASH	NRM		•

TM & HM ABILITIES

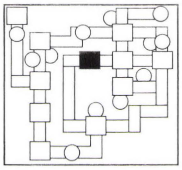
# ATTACK	TYPE	#133	#136
06 TOXIC	PSN	•	•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
15 HYPER BEAM	NRM		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
38 FIRE BLAST	FIR		•
39 SWIFT	NRM	•	•
40 SKULL BASH	NRM	•	•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•

#137 PORYGON

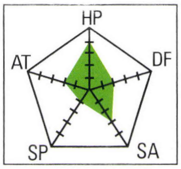
TYPE: NORMAL



You'll pay dearly to pick up a Porygon at the Celadon Game Corner, but it's worth it. Although it's a Normal-type, Porygon can learn many strong Psychic attacks like Recover and Psychic. Blizzard and Thunder Wave are also wise choices.



AREA



STATS

Y	LEV. 26/EVENT (CELADON CITY)
R	LEV. 26/EVENT (CELADON CITY)
B	LEV. 18/EVENT (CELADON CITY)

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■■□□	■■□□	■■□□	■■□□
ICE	FIGHTING	POISON	GROUND	FLYING
■■□□	■■■□	■■□□	■■□□	■■□□
PSYCHIC	BUG	ROCK	GHOST	
■■□□	■■□□	■■□□	□□□□	

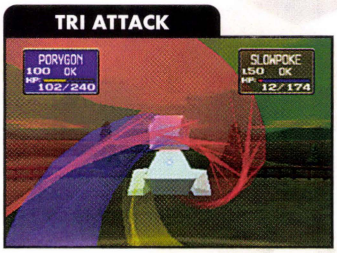
TM & HM ABILITIES

# ATTACK	TYPE	#137
06 TOXIC	PSN	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
39 SWIFT	NRM	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
45 THUNDER WAVE	ELC	•
46 PSYWAVE	PSY	•
49 TRI ATTACK	NRM	•
50 SUBSTITUTE	NRM	•
05 FLASH	NRM	•

ABILITIES

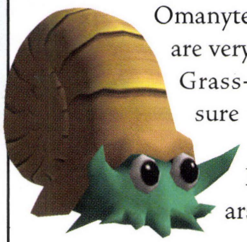
ATTACK	TYPE	#137	
TACKLE	NRM	-	-
SHARPEN	NRM	-	-
CONVERSION	NRM	-	-
PSYBEAM	PSY	-	23
RECOVER	NRM	28	28
AGILITY	PSY	35	35
TRI ATTACK	NRM	42	42

TRI ATTACK

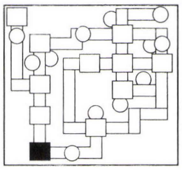


#138 OMANYTE

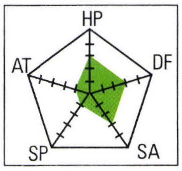
TYPE: ROCK WATER



Omanyte and Omastar are very vulnerable to Grass-types, so be sure to add either Ice Beam or Blizzard to its arsenal.



AREA



STATS

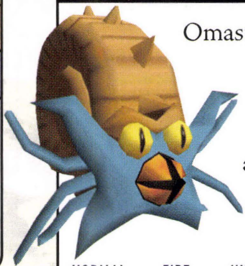
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■□□□	■□□□	■■□□	■■■□	■■■■
ICE	FIGHTING	POISON	GROUND	FLYING
■□□□	■■■□	■□□□	■■■□	■□□□
PSYCHIC	BUG	ROCK	GHOST	
■■□□	■■□□	■■□□	■■□□	

Y	LEV. 30/EVENT (CINNABAR ISLAND)
R	LEV. 30/EVENT (CINNABAR ISLAND)
B	LEV. 30/EVENT (CINNABAR ISLAND)

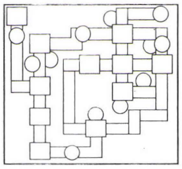
LEVEL 40

#139 OMASTAR

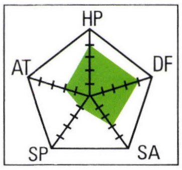
TYPE: ROCK WATER



Omastar should definitely have Water- and Ice-type attacks, but also think about Hyper Beam and Horn Drill for extra power.



AREA



STATS

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■□□□	■□□□	■■□□	■■■□	■■■■
ICE	FIGHTING	POISON	GROUND	FLYING
■□□□	■■■□	■□□□	■■■□	■□□□
PSYCHIC	BUG	ROCK	GHOST	
■■□□	■■□□	■■□□	■■□□	

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

TM & HM ABILITIES

# ATTACK	TYPE	#138	#139
06 TOXIC	PSN	•	•
07 HORN DRILL	NRM		•
08 BODY SLAM	NRM	•	•
09 TAKE DOWN	NRM	•	•
10 DOUBLE-EDGE	NRM	•	•
11 BUBBLEBEAM	WTR	•	•
12 WATER GUN	WTR	•	•
13 ICE BEAM	ICE	•	•
14 BLIZZARD	ICE	•	•
15 HYPER BEAM	NRM		•
17 SUBMISSION	FTG		•
19 SEISMIC TOSS	FTG		•
20 RAGE	NRM	•	•
31 MIMIC	NRM	•	•
32 DOUBLE TEAM	NRM	•	•
33 REFLECT	PSY	•	•
34 BIDE	NRM	•	•
40 SKULL BASH	NRM		•
44 REST	PSY	•	•
50 SUBSTITUTE	NRM	•	•
03 SURF	WTR	•	•

ABILITIES

ATTACK	TYPE	#138		#139	
WATER GUN	WTR	-	-	-	-
WITHDRAW	WTR	-	-	-	-
HORN ATTACK	NRM	34	34	-	-
LEER	NRM	39	39	-	-
SPIKE CANNON	NRM	46	46	44	44
HYDRO PUMP	WTR	53	53	49	49

The Game Boy Omanyte is always at too high a level for the Pika Cup, but you might occasionally get one under level 20 as a gift for beating the Gym Leader Castle.

DOUBLE-EDGE

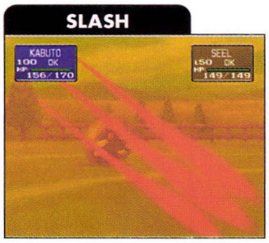
OMANYTE
L50 OK
HP 119/119
KABUTO
L50 OK
HP 40/114

#140 KABUTO

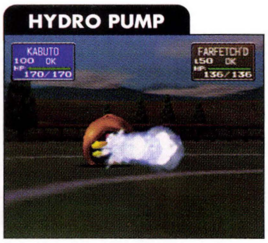
TYPE: ROCK WATER

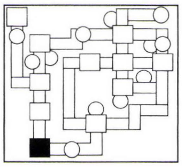
You can find only one Kabuto in the Red, Blue and Yellow games by getting the Dome Fossil in Mt. Moon and then cloning the Pokémon at the lab on Cinnabar Island. Consider outfitting it with Slash, Hydro Pump, Ice Beam and Hyper Beam.

SLASH

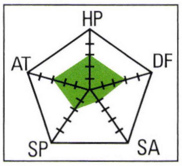

KABUTO
100 OK
HP 156/170
SEEL
L50 OK
HP 149/149

HYDRO PUMP


KABUTO
100 OK
HP 170/170
FARFETCH'D
L50 OK
HP 136/136



AREA



STATS

Y	LEV. 30/EVENT (CINNABAR ISLAND)
R	LEV. 30/EVENT (CINNABAR ISLAND)
B	LEV. 30/EVENT (CINNABAR ISLAND)

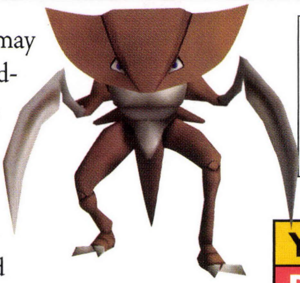
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■□□□	■□□□	■■□□	■■■□	■■■■	■□□□	■■■□	■□□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

LEVEL 40

#141 KABUTOPS

TYPE: ROCK WATER

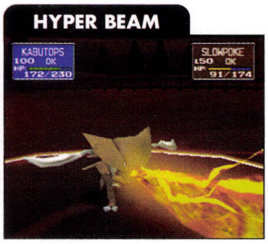
Kabuto's evolved form is stronger in all the ratings categories, but you may want to keep similar attacks. Watch out for Grass-, Electric- and Ground-type attacks, they'll knock out both Kabuto and Kabutops in record time.

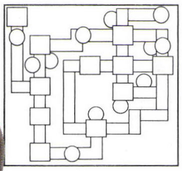


ICE BEAM

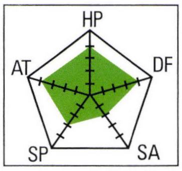
KABUTOPS
100 OK
HP 200/230
SLOWPOKE
L50 OK
HP 174/174

HYPER BEAM


KABUTOPS
100 OK
HP 172/230
SLOWPOKE
L50 OK
HP 91/174



AREA



STATS

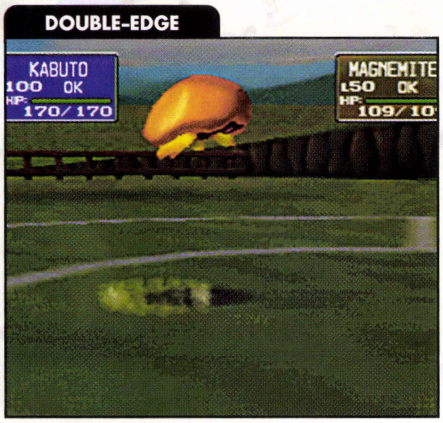
Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST
■□□□	■□□□	■■□□	■■■□	■■■■	■□□□	■■■□	■□□□	■■■□	■□□□	■■□□	■■□□	■■□□	■■□□

ABILITIES

ATTACK	TYPE	#140		#141	
SCRATCH	NRM	-	-	-	-
HARDEN	NRM	-	-	-	-
ABSORB	GRS	34	34	-	-
SLASH	NRM	39	39	-	-
LEER	NRM	44	44	46	46
HYDRO PUMP	WTR	49	49	53	53

DOUBLE-EDGE

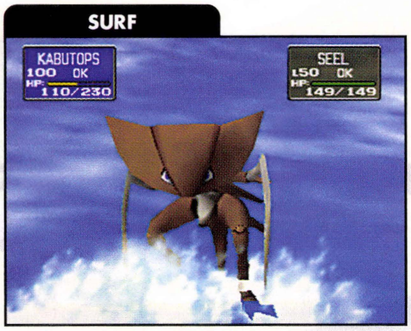

KABUTO
100 OK
HP 170/170
MAGNEMITE
L50 OK
HP 109/10

TM & HM ABILITIES

# ATTACK	TYPE	#140	#141
02 RAZOR WIND	NRM	🟡	🟡
03 SWORDS DANCE	NRM	🟡	🟡
05 MEGA KICK	NRM	🟡	🟡
06 TOXIC	PSN	●	●
08 BODY SLAM	NRM	●	●
09 TAKE DOWN	NRM	●	●
10 DOUBLE-EDGE	NRM	●	●
11 BUBBLEBEAM	WTR	●	●
12 WATER GUN	WTR	●	●
13 ICE BEAM	ICE	●	●
14 BLIZZARD	ICE	●	●
15 HYPER BEAM	NRM	🟡	🟡
17 SUBMISSION	FTG	🟡	🟡
19 SEISMIC TOSS	FTG	🟡	🟡
20 RAGE	NRM	●	●
31 MIMIC	NRM	●	●
32 DOUBLE TEAM	NRM	●	●
33 REFLECT	PSY	●	●
34 BIDE	NRM	●	●
40 SKULL BASH	NRM	🟡	🟡
44 REST	PSY	●	●
50 SUBSTITUTE	NRM	●	●
03 SURF	WTR	●	●
01 CUT	NRM		🟡

Like Omanyte, Kabuto is ordinarily at too high a level for the Pika Cup. If you beat the Gym Leader Castle, you might just get one below the level-20 Pika Cup cutoff.

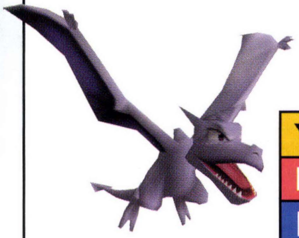
SURF

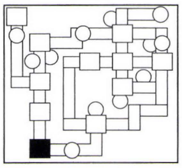

KABUTOPS
100 OK
HP 110/230
SEEL
L50 OK
HP 149/149

#142 AERODACTYL

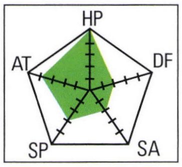
TYPE: ROCK FLYING

Aerodactyl is unique—it's the only Rock-and-Flying-type Pokémon known to exist. It's extremely durable, and it's Rock-type status allows it to survive Explosion and Self Destruct. Its high Speed rating will help you attack first.





AREA



STATS

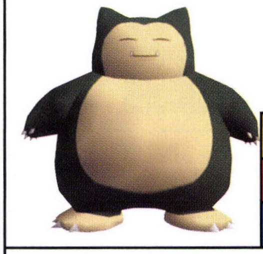
Y	LEV. 30/EVENT (CINNABAR ISLAND)
R	LEV. 30/EVENT (CINNABAR ISLAND)
B	LEV. 30/EVENT (CINNABAR ISLAND)

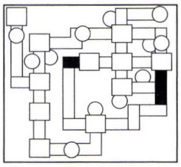
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
🟦⬜⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
🟦⬜⬜⬜	⬜⬜⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜

#143 SNORLAX

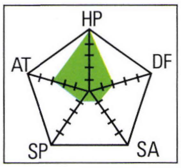
TYPE: NORMAL

Snorlax has incredibly high HP, so it can take a lot of punishment. Rest is a natural choice, and Amnesia is a great way to pump up its Special. It can learn a ton of TM and HM attacks, and Blizzard and Hyper Beam are very effective.





AREA



STATS

Y	LEV. 30/EVENT (ROUTES 12,16)
R	LEV. 30/EVENT (ROUTES 12,16)
B	LEV. 30/EVENT (ROUTES 12,16)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦🟦⬜
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	⬜⬜⬜⬜

ABILITIES

ATTACK	TYPE	#142	
WING ATTACK	FLY	-	-
AGILITY	PSY	-	-
SUPERSONIC	NRM	33	33
BITE	NRM	38	38
TAKE DOWN	NRM	45	45
HYPER BEAM	NRM	54	54

TM & HM ABILITIES

# ATTACK	TYPE	#142
02 RAZOR WIND	NRM	•
04 WHIRLWIND	NRM	•
06 TOXIC	PSN	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
23 DRAGON RAGE	DRG	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
38 FIRE BLAST	FIR	•
39 SWIFT	NRM	•
43 SKY ATTACK	FLY	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
02 FLY	FLY	•

ABILITIES

ATTACK	TYPE	#143	
HEADBUTT	NRM	-	-
AMNESIA	PSY	-	-
REST	PSY	-	-
BODY SLAM	NRM	35	35
HARDEN	NRM	41	41
DOUBLE-EDGE	NRM	48	48
HYPER BEAM	NRM	56	56

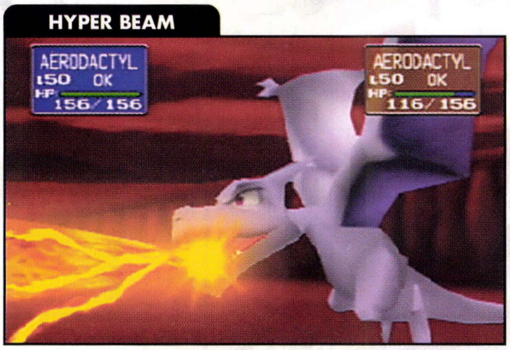
TM & HM ABILITIES

# ATTACK	TYPE	#143	# ATTACK	TYPE	#143
01 MEGA PUNCH	NRM	•	34 BIDE	NRM	•
05 MEGA KICK	NRM	•	35 METRONOME	NRM	•
06 TOXIC	PSN	•	36 SELFDESTRUCT	NRM	•
08 BODY SLAM	NRM	•	38 FIRE BLAST	FIR	•
09 TAKE DOWN	NRM	•	40 SKULL BASH	NRM	•
10 DOUBLE-EDGE	NRM	•	44 REST	PSY	•
11 BUBBLEBEAM	WTR	•	46 PSYWAVE	PSY	•
12 WATER GUN	WTR	•	48 ROCK SLIDE	RCK	•
13 ICE BEAM	ICE	•	50 SUBSTITUTE	NRM	•
14 BLIZZARD	ICE	•	03 SURF	WTR	•
15 HYPER BEAM	NRM	•	04 STRENGTH	NRM	•
16 PAY DAY	NRM	•			
17 SUBMISSION	FTG	•			
18 COUNTER	FTG	•			
19 SEISMIC TOSS	FTG	•			
20 RAGE	NRM	•			
22 SOLARBEAM	GRS	•			
24 THUNDERBOLT	ELC	•			
25 THUNDER	ELC	•			
26 EARTHQUAKE	GRD	•			
27 FISSURE	GRD	•			
29 PSYCHIC	PSY	•			
31 MIMIC	NRM	•			
32 DOUBLE TEAM	NRM	•			
33 REFLECT	PSY	•			

DRAGON RAGE

RODACTYL
OK
61/270
MAGNEMITE
L50 OK
HP:
67/109

HYPER BEAM



ROCK SLIDE

POISON
127/236

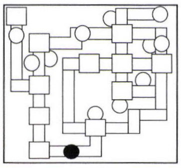
BODY SLAM

NORLAX
OK
66/430
L50
HP:
149

#144 ARTICUNO

TYPE: ICE FLYING

The legendary bird that slumbered so long inside the Seafoam Island cave is best equipped with a few Ice-type attacks like Ice Beam and Blizzard. Fly also takes advantage of its dual nature, while Sky Attack is super powerful.



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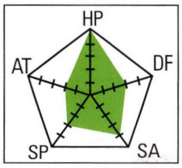


STATS

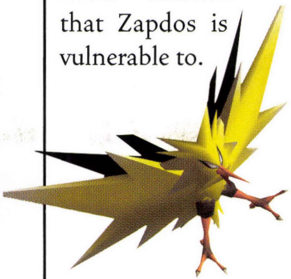
Y	LEV. 50/EVENT (SEAFOAM ISLAND)
R	LEV. 50/EVENT (SEAFOAM ISLAND)
B	LEV. 50/EVENT (SEAFOAM ISLAND)

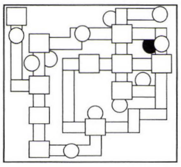
NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
🟦🟦⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜	🟦🟦🟦⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
🟦🟦⬜⬜	⬜⬜⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦🟦	🟦🟦⬜⬜

#145 ZAPDOS

TYPE: ELECTRIC FLYING

Zapdos is also a good candidate for the HM Fly, and you should keep a powerful Electric-type attack like Thunder or Thunderbolt. Thunder Wave is also a perfect addition, as it can paralyze some enemies that Zapdos is vulnerable to.





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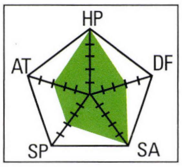


STATS

Y	LEV. 50/EVENT (POWER PLANT)
R	LEV. 50/EVENT (POWER PLANT)
B	LEV. 50/EVENT (POWER PLANT)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦⬜⬜⬜
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
🟦🟦⬜⬜	⬜⬜⬜⬜	🟦⬜⬜⬜	🟦🟦⬜⬜	🟦⬜⬜⬜	🟦🟦🟦⬜	🟦🟦⬜⬜

ABILITIES

ATTACK	TYPE	#144	
PECK	FLY	-	-
ICE BEAM	ICE	-	-
BLIZZARD	ICE	51	51
AGILITY	PSY	55	55
MIST	ICE	60	60

TM & HM ABILITIES

# ATTACK	TYPE	#144
02 RAZOR WIND	NRM	•
04 WHIRLWIND	NRM	•
06 TOXIC	PSN	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
39 SWIFT	NRM	•
43 SKY ATTACK	FLY	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
02 FLY	FLY	•

ICE BEAM

NO
290
SLOWBRO
L50 OK
HP: 173/173

MIST

ICUNO
OK
8/290
SLOWBRO
L50 OK
HP: 173/17

AGILITY

RTICUNO
0 OK
290/290
SLOWBRO
L50 OK
HP: 173/173

SPEED greatly increased!

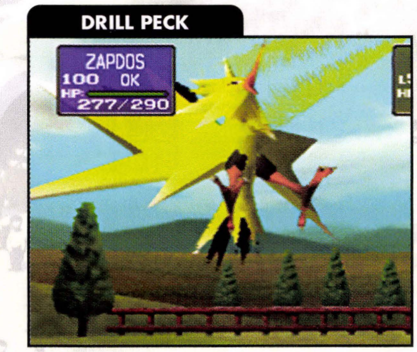
ABILITIES

ATTACK	TYPE	#145	
THUNDERSHOCK	ELC	-	-
DRILL PECK	FLY	-	-
THUNDER	ELC	51	51
AGILITY	PSY	55	55
LIGHT SCREEN	PSY	60	60

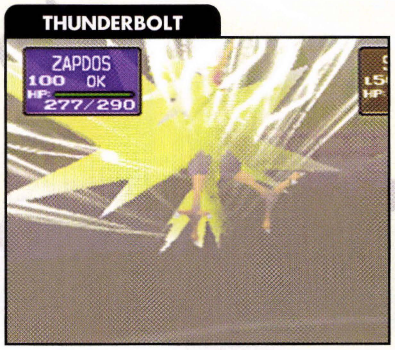
TM & HM ABILITIES

# ATTACK	TYPE	#145
02 RAZOR WIND	NRM	•
04 WHIRLWIND	NRM	•
06 TOXIC	PSN	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
39 SWIFT	NRM	•
43 SKY ATTACK	FLY	•
44 REST	PSY	•
45 THUNDER WAVE	ELC	•
50 SUBSTITUTE	NRM	•
02 FLY	FLY	
05 FLASH	NRM	

DRILL PECK



THUNDERBOLT



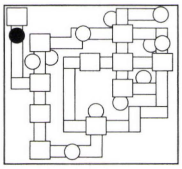
LIGHT SCREEN

ZAPDOS
100 OK
HP: 290/290
SLOWBRO
L50 OK
HP: 81/173

#146 MOLTRES

TYPE: FIRE FLYING

The third legendary bird is physically the strongest of the three, with high HP and a great Attack rating. Consider teaching it Fly and Sky Attack as strong attacks, and adding Fire Blast to Fire Spin will make it a hot commodity.



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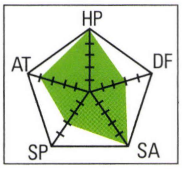


STATS

Y	LEV. 50/EVENT (VICTORY ROAD)
R	LEV. 50/EVENT (VICTORY ROAD)
B	LEV. 50/EVENT (VICTORY ROAD)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■□□□	■■■□	■■■□	■□□□	■■■□	■□□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	□□□□	■■□□	■■□□	■□□□	■■■■	■■□□

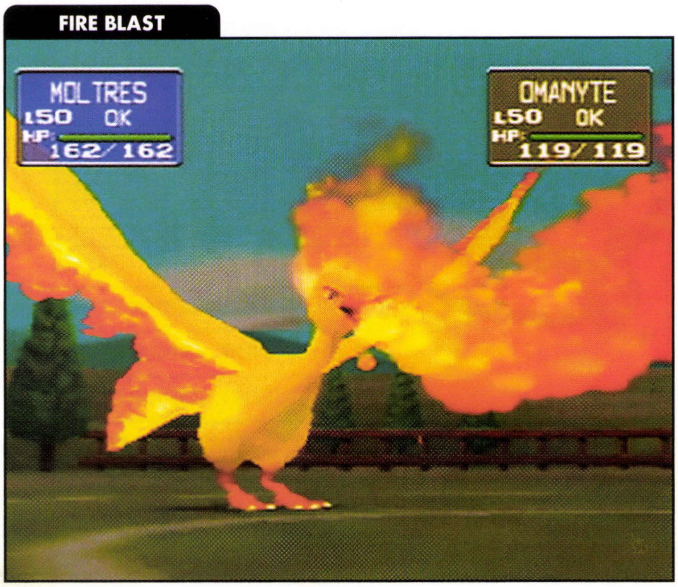
ABILITIES

ATTACK	TYPE	#146	
		🟨	🟥🟦
PECK	FLY	-	-
FIRE SPIN	FIR	-	-
LEER	NRM	51	51
AGILITY	PSY	55	55
SKY ATTACK	FLY	60	60

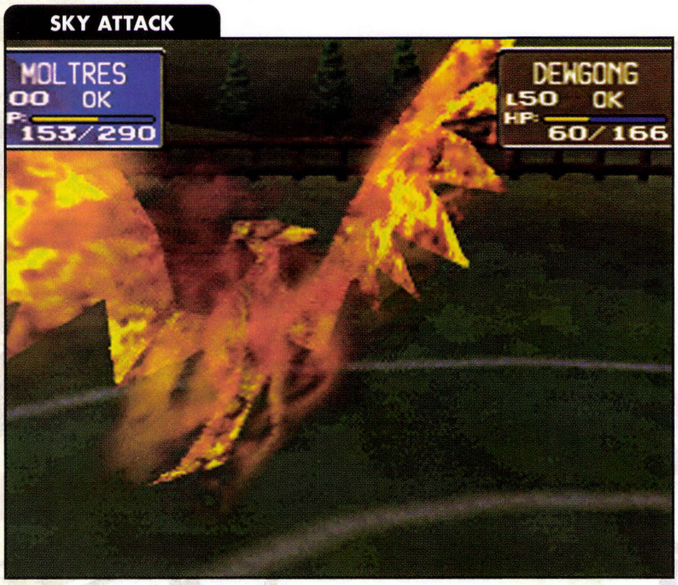
TM & HM ABILITIES

# ATTACK	TYPE	#146
02 RAZOR WIND	NRM	•
04 WHIRLWIND	NRM	•
06 TOXIC	PSN	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
15 HYPER BEAM	NRM	•
20 RAGE	NRM	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
38 FIRE BLAST	FIR	•
39 SWIFT	NRM	•
43 SKY ATTACK	FLY	•
44 REST	PSY	•
50 SUBSTITUTE	NRM	•
02 FLY	FLY	•

FIRE BLAST


MOLTRES
L50 OK
HP: 162/162
OMANYTE
L50 OK
HP: 119/119

SKY ATTACK


MOLTRES
00 OK
P: 153/290
DEWGONG
L50 OK
HP: 60/166

FIRE SPIN

MUK
L50 OK
HP: 113/183
hit!

FLY

LTRES
OK
7/290
DEWGO
L50 O
HP: 166/
It flew up high!

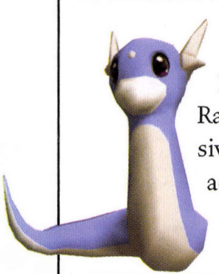
HYPER BEAM

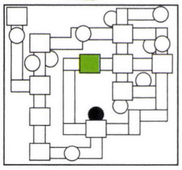
LTRES
OK
0/290
MAGNE
L50 O
HP: 128/

#147 DRATINI

TYPE: DRAGON

The Dragon-types are all strong fighters merely because they have so few weaknesses. Thunder Wave is the perfect attack for immobilizing enemies, while Hyper Beam and Dragon Rage are good for offensives. Blizzard is a smart addition.





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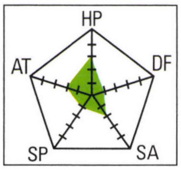


STATS

Y	LEV. 10/FISHING (SAFARI ZONE)
R	LEV. 15/FISHING (SAFARI ZONE)
B	LEV. 15/FISHING (SAFARI ZONE)

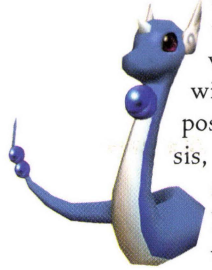
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■□□□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■■□□	■■□□	■■□□	

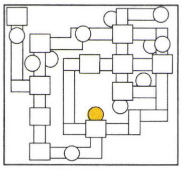
LEVEL 30

#148 DRAGONAIR

TYPE: DRAGON

Dragonair is best suited with the same base of attacks, but you can vary according to your tastes. Body Slam will deal damage with the added possibility of paralysis, while Water-type attacks like Bubblebeam and Surf work well.





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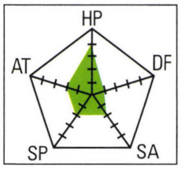


STATS

Y	LEV. 15/FISHING (SAFARI ZONE)
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

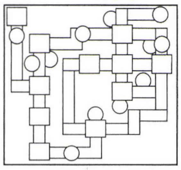
NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■□□□	■□□□	■□□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■□	■■□□	■■□□	■■□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■■□□	■■□□	■■□□	

LEVEL 55

#149 DRAGONITE

TYPE: DRAGON FLYING

Since Dragonite is also part Flying-type, you may want to defend against Electric-type attacks by adding powerful physical attacks like Take Down or Body Slam. Thunder and Fire Blast are also good for blindsiding your opponents.



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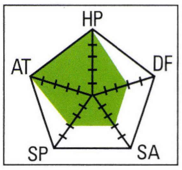


STATS

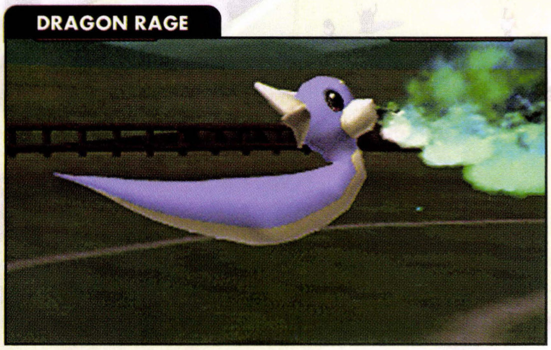
Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS
■■□□	■□□□	■□□□	■■□□	■□□□
ICE	**FIGHTING**	**POISON**	**GROUND**	**FLYING**
■■■■	■□□□	■■□□	□□□□	■■□□
PSYCHIC	**BUG**	**ROCK**	**GHOST**	
■■□□	■□□□	■■■□	■■□□	

ABILITIES

ATTACK	TYPE	#147		#148		#149	
		🟨	🟥🟦	🟨	🟥🟦	🟨	🟥🟦
WRAP	NRM	-	-	-	-	-	-
LEER	NRM	-	-	-	-	-	-
THUNDER WAVE	ELC	-	-	-	-	-	-
AGILITY	PSY	20	20	-	-	-	-
SLAM	NRM	30	30	35	35	-	-
DRAGON RAGE	DRG	40	40	45	45	-	-
HYPER BEAM	NRM	50	50	55	55	60	60

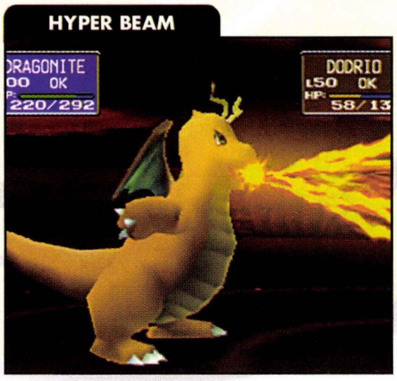
DRAGON RAGE



TM & HM ABILITIES

# ATTACK	TYPE	#147	#148	#149
02 RAZOR WIND	NRM			•
06 TOXIC	PSN	•	•	•
07 HORN DRILL	NRM		•	•
08 BODY SLAM	NRM	•	•	•
09 TAKE DOWN	NRM	•	•	•
10 DOUBLE-EDGE	NRM	•	•	•
11 BUBBLEBEAM	WTR	•	•	•
12 WATER GUN	WTR	•	•	•
13 ICE BEAM	ICE	•	•	•
14 BLIZZARD	ICE	•	•	•
15 HYPER BEAM	NRM			•
20 RAGE	NRM	•	•	•
23 DRAGON RAGE	DRG	•	•	•
24 THUNDERBOLT	ELC	•	•	•
25 THUNDER	ELC	•	•	•
31 MIMIC	NRM	•	•	•
32 DOUBLE TEAM	NRM	•	•	•
33 REFLECT	PSY	•	•	•
34 BIDE	NRM	•	•	•
38 FIRE BLAST	FIR	•	•	•
39 SWIFT	NRM	•	•	•
40 SKULL BASH	NRM	•	•	•
44 REST	PSY	•	•	•
45 THUNDER WAVE	ELC	•	•	•
50 SUBSTITUTE	NRM	•	•	•
03 SURF	WTR	•	•	•
04 STRENGTH	NRM			•

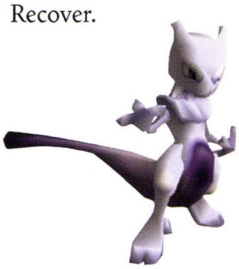
HYPER BEAM

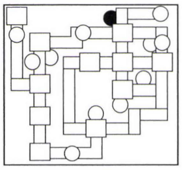


#150 MEWTWO

TYPE: PSYCHIC

As you can see from its stats chart, Mewtwo is almost impossibly strong in all categories. You'll never be able to rent it, but if you capture one in the Unknown Dungeon, make it unstoppable with Psychic, Amnesia, Blizzard and Recover.





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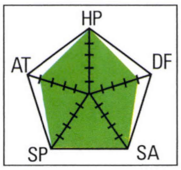


STATS

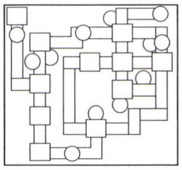
Y	LEV. 70/EVENT (UNKNOWN DUNGEON)
R	LEV. 70/EVENT (UNKNOWN DUNGEON)
B	LEV. 70/EVENT (UNKNOWN DUNGEON)

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■□□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■□□□	■■■□	■■□□	□□□□

#151 MEW

TYPE: PSYCHIC

Mew is just as well-rounded as Mewtwo, and if you're one of the lucky owners of this rare creature, you'll be able to customize it however you please with TMs and HMs. Since it's a Psychic-type, keep a few Psychic-type attacks.



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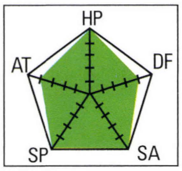


STATS

Y	NOT FOUND IN THE WILD
R	NOT FOUND IN THE WILD
B	NOT FOUND IN THE WILD

NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING
■■□□	■■□□	■■□□	■■□□	■■□□	■■□□	■□□□
POISON	**GROUND**	**FLYING**	**PSYCHIC**	**BUG**	**ROCK**	**GHOST**
■■□□	■■□□	■■□□	■□□□	■■■□	■■□□	□□□□

ABILITIES

ATTACK	TYPE	#150	
		🟨	🟥🟦
CONFUSION	PSY	-	-
DISABLE	NRM	-	-
SWIFT	NRM	-	-
BARRIER	PSY	-	-
PSYCHIC	PSY	-	-
RECOVER	NRM	-	-
MIST	ICE	75	75
AMNESIA	PSY	81	81

TM & HM ABILITIES

# ATTACK	TYPE	#150
01 MEGA PUNCH	NRM	•
05 MEGA KICK	NRM	•
06 TOXIC	PSN	•
08 BODY SLAM	NRM	•
09 TAKE DOWN	NRM	•
10 DOUBLE-EDGE	NRM	•
11 BUBBLEBEAM	WTR	•
12 WATER GUN	WTR	•
13 ICE BEAM	ICE	•
14 BLIZZARD	ICE	•
15 HYPER BEAM	NRM	•
16 PAY DAY	NRM	*
17 SUBMISSION	FTG	•
18 COUNTER	FTG	•
19 SEISMIC TOSS	FTG	•
20 RAGE	NRM	•
22 SOLARBEAM	GRS	•
24 THUNDERBOLT	ELC	•
25 THUNDER	ELC	•
29 PSYCHIC	PSY	•
30 TELEPORT	PSY	•
31 MIMIC	NRM	•
32 DOUBLE TEAM	NRM	•
33 REFLECT	PSY	•
34 BIDE	NRM	•
35 METRONOME	NRM	•
36 SELF DESTRUCT	NRM	•
38 FIRE BLAST	FIR	•
40 SKULL BASH	NRM	•
44 REST	PSY	•
45 THUNDER WAVE	ELC	•
46 PSYWAVE	PSY	•
49 TRI ATTACK	NRM	•
50 SUBSTITUTE	NRM	•
04 STRENGTH	NRM	•
05 FLASH	NRM	•

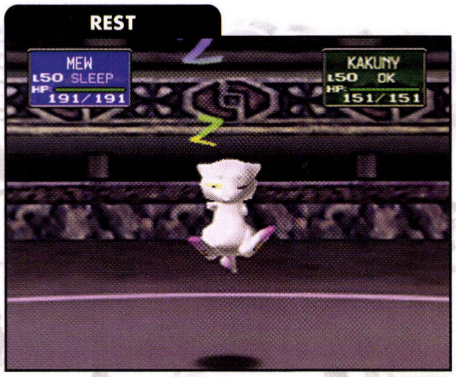
*Mewtwo cannot learn Pay Day in the Yellow version of the game.

ABILITIES

ATTACK	TYPE	#151	
		🟨	🟥🟦
POUND	NRM	-	-
TRANSFORM	NRM	10	10
MEGA PUNCH	NRM	20	20
METRONOME	NRM	30	30
PSYCHIC	PSY	40	40

The beauty of Mew is that you can teach it any TM or HM that exists in the Game Boy games. Of course, it can learn only four of these at a time, so you still must choose wisely. It's best to keep Psychic, since Mew is so strong with it, but you have free rein to do whatever you want. You'll also get to rent Mew in Round 2 of the Prime Cup.

REST



PSYCHIC

MEWTWO
100 OK
HP:
305/322
SLOWBRO
L50 OK
HP:
173/173

ABILITIES & ATTACKS

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
ABSORB	GRS	20	WTR·GRD·RCK	Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage	LEVEL
ACID	PSN	30	GRS·BUG	Deals damage and may decrease opponent's Defense temporarily	LEVEL
ACID ARMOR	PSN	40		Increases your Pokémon's Defense temporarily	LEVEL
AGILITY	PSY	30		Increases your Pokémon's Speed temporarily	LEVEL
AMNESIA	PSY	20		Increases your Pokémon's Special Attack power temporarily	LEVEL
AURORA BEAM	ICE	20	GRS·GRD·FLY·DRG	Deals damage and may freeze opponent and/or decrease its Attack power temporarily	LEVEL
BARRAGE	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
BARRIER	PSY	30		Increases your Pokémon's Defense temporarily	LEVEL
BIDE	NRM	10		Your Pokémon loses 2 to 3 turns, then hits opponent for twice the damage received	TM 34
BIND	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
BITE	NRM	25		Deals damage and may scare opponent	LEVEL
BLIZZARD	ICE	5	GRS·GRD·FLY·RCK·DRG	Deals damage and may freeze opponent	TM 14
BODY SLAM	NRM	15		Deals damage and may Paralyze opponent	TM 08
BONE CLUB	GRD	20	FIR·ELC·PSN·RCK	Deals damage and may scare opponent	LEVEL
BONEMERANG	GRD	10	FIR·ELC·PSN·RCK	Your Pokémon attacks twice	LEVEL
BUBBLE	WTR	30	FIR·GRD·RCK	Deals damage and may decrease opponent's Speed temporarily	LEVEL
BUBBLEBEAM	WTR	20	FIR·GRD·RCK	Deals damage and may decrease opponent's Speed temporarily	TM 11
CLAMP	WTR	10	FIR·GRD·RCK	Your Pokémon attacks 2 to 5 times in a row	LEVEL
COMET PUNCH	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
CONFUSE RAY	GHO	10		Confuses opponent	LEVEL
CONFUSION	PSY	25	FTG·PSN	Confuses opponent	LEVEL
CONSTRICT	NRM	35		Deals damage and may decrease an enemy's Speed	LEVEL
CONVERSION	NRM	30		Your Pokémon switches its type to match the opponent's type	LEVEL
COUNTER	FTG	20		Hits opponent for twice the damage received (works against physical attacks only)	TM 18
CRABHAMMER	WTR	10	FIR·GRD·RCK	Has a good chance for a critical hit	LEVEL
CUT	NRM	30			HM 01
DEFENSE CURL	NRM	40		Increases your Pokémon's Defense temporarily	LEVEL
DIG	GRD	10	FIR·ELC·PSN·RCK	Your Pokémon digs into the ground on the 1st turn, then attacks on the 2nd turn	TM 28
DISABLE	NRM	20		Disables one of your opponent's abilities	LEVEL
DIZZY PUNCH	NRM	10			LEVEL
DOUBLE KICK	FTG	30	NRM·ICE·RCK	Your Pokémon attacks twice	LEVEL
DOUBLE TEAM	NRM	15		Increases your Pokémon's chances of evading attacks	TM 32
DOUBLE-EDGE	NRM	15		Your Pokémon receives 1/4 the damage the opponent receives	TM 10
DOUBLESLAP	NRM	10			LEVEL
DRAGON RAGE	DRG	10		Hits for 40 points of damage	TM 23
DREAM EATER	PSY	15	FTG·PSN	While your opponent Sleeps, your Pokémon absorbs its HP	TM 42
DRILL PECK	FLY	20	GRS·FTG·BUG		LEVEL
EARTHQUAKE	GRD	10	FIR·ELC·PSN·RCK	Not effective on Flying-type Pokémon	TM 26
EGG BOMB	NRM	10			TM 37
EMBER	FIR	25	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
EXPLOSION	NRM	5		If successful, defeats opponent in one attack	TM 47
FIRE BLAST	FIR	5	GRS·ICE·BUG	Deals damage and may burn opponent	TM 38
FIRE PUNCH	FIR	15	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
FIRE SPIN	FIR	15	GRS·ICE·BUG	Your Pokémon attacks 2 to 5 times in a row	LEVEL
FISSURE	GRD	5		If successful, defeats opponent in one attack (not effective on Flying-type Pokémon)	TM 27
FLAMETHROWER	FIR	15	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
FLASH	NRM	20			HM 05
FLY	FLY	15	GRS·FTG·BUG	Your Pokémon flies on 1st turn, then attacks on 2nd turn	HM 02
FOCUS ENERGY	NRM	30		Has a good chance for a critical hit	LEVEL
FURY ATTACK	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
FURY SWIPES	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
GLARE	NRM	30		Paralyzes opponent	LEVEL
GROWL	NRM	40		Decreases opponent's Attack power temporarily	LEVEL
GROWTH	NRM	40		Increases your Pokémon's Attack power temporarily	LEVEL
GUILLOTINE	NRM	5		If successful, defeats opponent in one attack	LEVEL

ABILITIES & ATTACKS

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
GUST	NRM	35	GRS·FTG·BUG		LEVEL
HARDEN	NRM	30		Increases your Pokémon's Defense temporarily	LEVEL
HAZE	ICE	30		Cancels all effects on both Pokémon	LEVEL
HEAD BUTT	NRM	15		Deals damage and may scare opponent	LEVEL
HI JUMP KICK	FTG	20	NRM·ICE·RCK	If your Pokémon misses, it receives 1/8 the damage the attack would have dealt	LEVEL
HORN ATTACK	NRM	25			LEVEL
HORN DRILL	NRM	5		If successful, defeats opponent in one attack	TM 07
HYDRO PUMP	WTR	5	FIR·GRD·RCK		LEVEL
HYPER BEAM	NRM	5		Your Pokémon loses one turn	TM 15
HYPER FANG	NRM	15		Deals damage and may scare opponent	LEVEL
HYPNOSIS	PSY	20		Puts opponent to Sleep	LEVEL
ICE BEAM	ICE	10	GRS·GRD·FLY·DRG	Deals damage and may freeze opponent	TM 13
ICE PUNCH	ICE	15	GRS·GRD·FLY·DRG	Deals damage and may freeze opponent	LEVEL
JUMP KICK	FTG	25	NRM·ICE·RCK	If your Pokémon misses, it receives 1/8 the damage the attack would have dealt	LEVEL
KARATE CHOP	NRM	25		Has a good chance for a critical hit	LEVEL
KINESIS	PSY	15		Decreases opponent's Accuracy temporarily	LEVEL
LEECH LIFE	BUG	15	GRS·PSN·PSY	Your Pokémon absorbs some of opponent's HP	LEVEL
LEECH SEED	GRS	10		Your Pokémon absorbs some of opponent's HP every turn	LEVEL
LEER	NRM	30		Decreases opponent's Defense temporarily	LEVEL
LICK	GHO	30	GHO	Deals damage and may Paralyze opponent	LEVEL
LIGHT SCREEN	PSY	30		Cuts the damage received from Special Attacks by 50%	LEVEL
LOVELY KISS	NRM	10		Puts opponent to Sleep	LEVEL
LOW KICK	FTG	20	NRM·ICE·RCK	Deals damage and may scare opponent	LEVEL
MEDITATE	PSY	40		Increases your Pokémon's Attack power temporarily	LEVEL
MEGA DRAIN	GRS	10	WTR·GRD·RCK	Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage	TM 21
MEGA KICK	NRM	5			TM 05
MEGA PUNCH	NRM	20			TM 01
METRONOME	NRM	10		TMs used at random	TM 35
MIMIC	NRM	10		Your Pokémon mimics its opponent's last attack	TM 31
MINIMIZE	NRM	20		Increases your Pokémon's chances of evading an attack	LEVEL
MIRROR MOVE	FLY	20		Your Pokémon mimics its opponent's last attack	LEVEL
MIST	ICE	30		Defends against Special Attacks designed to decrease your Pokémon's abilities	LEVEL
NIGHT SHADE	GHO	15		Damage dealt is equal to your Pokémon's experience level	LEVEL
PAY DAY	NRM	20		You receive extra money after the battle	TM 16
PECK	FLY	35	GRS·FTG·BUG		LEVEL
PETAL DANCE	GRS	20	WTR·GRD·RCK	Deals damage, but Confuses your Pokémon	LEVEL
PIN MISSILE	BUG	20	GRS·PSN·PSY	Your Pokémon attacks 2 to 5 times in a row	LEVEL
POISON GAS	PSN	40		Poisons opponent	LEVEL
POISON STING	PSN	35	GRS·BUG	Deals damage and may Poison opponent	LEVEL
POISON POWDER	PSN	35		Poisons opponent	LEVEL
POUND	NRM	35			LEVEL
PSYBEAM	PSY	20	FTG·PSN	Deals damage and may Confuse opponent	LEVEL
PSYCHIC	PSY	10	FTG·PSN	Decreases opponent's Special Attack power temporarily	TM 29
PSYWAVE	PSY	15		Damage dealt is equal to 1.5 times your Pokémon's experience level	TM 46
QUICK ATTACK	NRM	30		Your Pokémon attacks first	LEVEL
RAGE	NRM	20		As your Pokémon takes damage, its Attack power increases until the battle is over	TM 20
RAZOR LEAF	GRS	25	WTR·GRD·RCK	Has a good chance for a critical hit	LEVEL
RAZOR WIND	NRM	10		Your Pokémon builds power on the 1st turn, then attacks on the 2nd turn	TM 02
RECOVER	NRM	20		Restores half of your Pokémon's maximum number of HP	LEVEL
REFLECT	PSY	20		Cuts the damage received from physical attacks by 50%	TM 33
REST	PSY	10		If successful, your Pokémon recovers all its HP, then loses 2 turns	TM 44
ROAR	NRM	20		Ends the battle automatically (doesn't work in duels against trainers)	LEVEL
ROCK SLIDE	RCK	10	FIR·ICE·FLY·BUG		TM 48
ROCK THROW	RCK	15	FIR·ICE·FLY·BUG		LEVEL
ROLLING KICK	FTG	15	NRM·ICE·RCK	Deals damage and may scare opponent	LEVEL

ABILITIES & ATTACKS

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
SAND-ATTACK	NRM	15		Decreases opponent's Accuracy temporarily	LEVEL
SCRATCH	NRM	30			LEVEL
SCREECH	NRM	40		Decreases opponent's Defense temporarily	LEVEL
SEISMIC TOSS	FTG	20		Damage dealt is equal to your Pokémon's experience level	TM 19
SELF DESTRUCT	NRM	5		Deals damage, but causes your Pokémon to faint	TM 36
SHARPEN	NRM	30		Increases your Pokémon's Attack power temporarily	LEVEL
SING	NRM	15		Puts opponent to Sleep	LEVEL
SKULL BASH	NRM	15		Your Pokémon withdraws its head on the 1st turn, then attacks on the 2nd turn	TM 40
SKY ATTACK	FLY	5	GRS·FTG·BUG	Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn	TM 43
SLAM	NRM	20			LEVEL
SLASH	NRM	20		Has a good chance for a critical hit	LEVEL
SLEEP POWDER	GRS	15		Puts opponent to Sleep	LEVEL
SLUDGE	PSN	20	GRS·BUG	Deals damage and may Poison opponent	LEVEL
SMOG	PSN	20	GRS·BUG	Deals damage and may Poison opponent	LEVEL
SMOKESCREEN	NRM	20		Decreases opponent's Accuracy temporarily	LEVEL
SOFTBOILED	NRM	10		Restores half of your Pokémon's maximum number of HP	TM 41
SOLAR BEAM	GRS	10	WTR·GRD·RCK	Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn	TM 22
SONICBOOM	NRM	20		Deals 20 points of damage	LEVEL
SPIKE CANNON	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
SPLASH	NRM	40			LEVEL
SPORE	GRS	15		Puts opponent to Sleep	LEVEL
STOMP	NRM	20		Deals damage and may scare opponent	LEVEL
STRENGTH	NRM	15			HM 04
STRING SHOT	BUG	40		Decreases opponent's Speed temporarily	LEVEL
STRUGGLE	NRM	–		Can be used when all PP is gone, but your Pokémon receives 1/4 the damage dealt	LEVEL
STUN SPORE	GRS	30		Paralyzes opponent	LEVEL
SUBMISSION	FTG	25	NRM·ICE·RCK	Your Pokémon receives 1/4 the damage the opponent receives	TM 17
SUBSTITUTE	NRM	10		Your Pokémon creates clones of itself, which then fight automatically	TM 50
SUPER FANG	NRM	10		Cuts opponent's HP in half	LEVEL
SUPERSONIC	NRM	20		Confuses opponent	LEVEL
SURF	WTR	15	FIR·GRD·RCK		HM 03
SWIFT	NRM	20			TM 39
SWORDS DANCE	NRM	30		Increases your Pokémon's Attack power temporarily	TM 03
TACKLE	NRM	35			LEVEL
TAIL WHIP	NRM	30		Decreases opponent's Defense temporarily	LEVEL
TAKE DOWN	NRM	20		Your Pokémon receives 1/4 the damage the opponent receives	TM 09
TELEPORT	PSY	20		Ends the battle automatically (doesn't work in duels against trainers)	TM 30
THRASH	NRM	20		Deals damage but Confuses your Pokémon	LEVEL
THUNDER	ELC	10	WTR·FLY	Deals damage and may Paralyze opponent	TM 25
THUNDER WAVE	ELC	20		Paralyzes opponent	TM 45
THUNDERBOLT	ELC	15	WTR·FLY	Deals damage and may Paralyze opponent	TM 24
THUNDERPUNCH	ELC	15	WTR·FLY	Deals damage and may Paralyze opponent	LEVEL
THUNDERSHOCK	ELC	30	WTR·FLY	Deals damage and may Paralyze opponent	LEVEL
TOXIC	PSN	10		Poisons opponent (damage dealt increases with each turn)	TM 06
TRANSFORM	NRM	10		Transforms your Pokémon into a copy of its opponent	LEVEL
TRI ATTACK	NRM	10			TM 49
TWINEEDLE	BUG	20	GRS·PSN·PSY	Your Pokémon attacks twice, attack may Poison opponent	LEVEL
VICEGRIP	NRM	30			LEVEL
VINE WHIP	GRS	10	WTR·GRD·RCK		LEVEL
WATER GUN	WTR	25	FIR·GRD·RCK		TM 12
WATERFALL	WTR	15	FIR·GRD·RCK		LEVEL
WHIRLWIND	NRM	20		Ends the battle automatically (doesn't work in duels against trainers)	TM 04
WING ATTACK	FLY	35	GRS·FTG·BUG		LEVEL
WITHDRAW	WTR	40		Increases your Pokémon's Defense temporarily	LEVEL
WRAP	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL

TECHNICAL & HIDDEN MACHINE LIST

TM HM	PRICE	PLACE	ABILITY	TM HM	PRICE	PLACE	ABILITY
TM 01	3,000	MT. MOON, CELADON DEPT. STORE	MEGA PUNCH	TM 29		SAFFRON CITY	PSYCHIC
TM 02	2,000	CELADON DEPT. STORE, GAME CORNER	RAZOR WIND	TM 30		ROUTE 9	TELEPORT
TM 03		SAFFRON CITY-SILPH CO.	SWORDS DANCE	TM 31		SAFFRON CITY	MIMIC
TM 04		ROUTE 4	WHIRLWIND	TM 32	1,000	FUCHSIA CITY, CELADON DEPT. STORE	DOUBLE TEAM
TM 05	3,000	VICTORY ROAD, CELADON DEPT. STORE	MEGA KICK	TM 33	1,000	POWER PLANT, CELADON DEPT. STORE	REFLECT
TM 06		FUCHSIA CITY-POKéMON GYM	TOXIC	TM 34		PEWTER CITY-POKéMON GYM	BIDE
TM 07	2,000	CELADON CITY, GAME CORNER	HORN DRILL	TM 35		CINNABAR ISLAND-POKéMON LAB	METRONOME
TM 08		VERMILION CITY-S.S. ANNE	BODY SLAM	TM 36		SAFFRON CITY-SILPH CO.	SELF DESTRUCT
TM 09	3,000	SAFFRON CITY, CELADON DEPT. STORE	TAKE DOWN	TM 37	2,000	FUCHSIA CITY, CELADON DEPT. STORE	EGG BOMB
TM 10		CELADON CITY, GAME CORNER	DOUBLE-EDGE	TM 38		CINNABAR ISLAND-POKéMON GYM	FIRE BLAST
TM 11		CERULEAN CITY-POKéMON GYM	BUBBLEBEAM	TM 39		ROUTE 12-LOOKOUT STATION	SWIFT
TM 12		MT. MOON-CAVE	WATER GUN	TM 40		FUCHSIA CITY-SAFARI ZONE	SKULL BASH
TM 13		CELADON DEPT. STORE	ICE BEAM	TM 41		CELADON CITY	SOFTBOILED
TM 14		CINNABAR ISLAND	BLIZZARD	TM 42		VIRIDIAN CITY	DREAM EATER
TM 15		CELADON CITY	HYPER BEAM	TM 43		VICTORY ROAD	SKY ATTACK
TM 16		ROUTE 12	PAY DAY	TM 44		VERMILION CITY-S.S. ANNE	REST
TM 17	3,000	VICTORY ROAD, CELADON DEPT. STORE	SUBMISSION	TM 45		ROUTE 24	THUNDER WAVE
TM 18		CELADON DEPT. STORE	COUNTER	TM 46		SAFFRON CITY-POKéMON GYM	PSYWAVE
TM 19		ROUTE 25	SEISMIC TOSS	TM 47		VICTORY ROAD	EXPLOSION
TM 20		ROUTE 15	RAGE	TM 48		CELADON DEPT. STORE	ROCK SLIDE
TM 21		CELADON CITY-POKéMON GYM	MEGA DRAIN	TM 49		CELADON DEPT. STORE	TRI ATTACK
TM 22		CINNABAR ISLAND	SOLARBEAM	TM 50		CELADON CITY	SUBSTITUTE
TM 23		CELADON CITY	DRAGON RAGE	HM 01		VERMILION CITY-S.S. ANNE	CUT
TM 24		VERMILION CITY-POKéMON GYM	THUNDERBOLT	HM 02		ROUTE 16	FLY
TM 25		POWER PLANT	THUNDER	HM 03		FUCHSIA CITY-SAFARI ZONE	SURF
TM 26		SAFFRON CITY-SILPH CO.	EARTHQUAKE	HM 04		FUCHSIA CITY	STRENGTH
TM 27		VIRIDIAN CITY-POKéMON GYM	FISSURE	HM 05		ROUTE 2	FLASH
TM 28		CERULEAN CITY	DIG				

TECHNICAL & HIDDEN MACHINE CHART

● CAN USE 🟠 VERY EFFECTIVE 🟡 CAN USE IN YELLOW ONLY

	TM & HM ▶	01 MEGA PUNCH	02 RAZOR WIND	03 SWORDS DANCE	04 WHIRLWIND	05 MEGA KICK	06 TOXIC	07 HORN DRILL	08 BODY SLAM	09 TAKE DOWN	10 DOUBLE-EDGE	11 BUBBLEBEAM	12 WATER GUN	13 ICE BEAM	14 BLIZZARD	15 HYPER BEAM	16 PAY DAY	17 SUBMISSION	18 COUNTER	19 SEISMIC TOSS	20 RAGE	21 MEGA DRAIN	22 SOLARBEAM	23 DRAGON RAGE	24 THUNDERBOLT	25 THUNDER	26 EARTHQUAKE	27 FISSURE	28 DIG	29 PSYCHIC	30 TELEPORT	31 MIMIC	32 DOUBLE TEAM	33 REFLECT	34 BIDE	35 METORONOME	36 SELFDESTRUCT	37 EGG BOMB	38 FIRE BLAST	39 SWIFT	40 SKULL BASH	41 SOFTBOILED	42 DREAM EATER	43 SKY ATTACK	44 REST	45 THUNDER WAVE	46 PSYWAVE	47 EXPLOSION	48 ROCK SLIDE	49 TRI ATTACK	50 SUBSTITUTE	01 CUT	02 FLY	03 SURF	04 STRENGTH	05 FLASH
	POKéMON	NRM	NRM	NRM	NRM	NRM	PSN	NRM	NRM	NRM	NRM	WTR	WTR	ICE	ICE	NRM	NRM	FTG	FTG	FTG	NRM	GRS	GRS	DRG	ELC	ELC	GRD	GRD	GRD	PSY	PSY	NRM	NRM	PSY	NRM	NRM	NRM	NRM	FIR	NRM	NRM	NRM	PSY	FLY	PSY	ELC	PSY	NRM	RCK	NRM	NRM	NRM	FLY	WTR	NRM	NRM
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23	EKANS						●		●	●	●										●	●					●	●	●			●	●		●						●				●				●		●				●	
24	ARBOK						●		●	●	●					●					●	●					●	●	●			●	●		●						●				●				●		●				●	
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27	SANDSHREW			●			●		●	●	●							●		●	●						🟠	●	🟠			●	●		●					●	●				●				●		●	●			●	
28	SANDSLASH			●			●		●	●	●					●		●		●	●						🟠	●	🟠			●	●		●					●	●				●				●		●	●			●	
29	NIDORAN♀						●		●	●	●				●						●				●	●						●	●	●	●						●				●						●					
30	NIDORINA						●	●	●	●	●	●	●	●	●						●				●	●						●	●	●	●						●				●						●					
31	NIDOQUEEN	●				●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	●				●	●	●	●				●		●				●				●		●			●	●	
32	NIDORAN♂						●	●	●	●	●				●						●				●	●						●	●	●	●						●				●						●					
33	NIDORINO						●	●	●	●	●	●	●	●	●						●				●	●						●	●	●	●						●				●						●					
34	NIDOKING	●				●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	●				●	●	●	●				●		●				●				●		●			●	●	
35	CLEFAIRY	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●			●	●	●	🟠		●		●	●				●	●	●	●	●	●	●			●		🟠				●	●	●			🟠	●				🟠	●
36	CLEFABLE	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	●	●	●	●	●			●		🟠				●	●	●			🟠	●				🟠	●
37	VULPIX						●		●	●	●										●								●			●	●	●	●				🟠	●	●				●						●					
38	NINETALES						●		●	●	●					●					●								●			●	●	●	●				🟠	●	●				●						●					
39	JIGGLYPUFF	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●			●	●	●	🟠		●		●	●				●	●	●	●	●	●				●		🟠				●	●	●			🟠	●				🟠	●
40	WIGGLYTUFF	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	●	●	●	●				●		🟠				●	●	●			🟠	●				🟠	●
41	ZUBAT		●		●		●			●	●										●	●										●	●		●					●					●						●					
42	GOLBAT		●		●		●			●	●					●					●	●										●	●		●					●					●						●					
43	ODDISH			●			●			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
44	GLOOM			●			●			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
45	VILEPLUME			●			●		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
46	PARAS			●			●		●	●	●										●	🟠	🟠						●			●	●	●	●						●				●						●	●				
47	PARASECT			●			●		●	●	●					●					●	🟠	🟠						●			●	●	●	●						●				●						●	●				
48	VENONAT		🟡		🟡		●			●	●					🟡					●	●	●							●	🟡	●	●	●	●					🟡					●		●				●				🟡	
49	VENOMOTH		●		●		●			●	●					●					●	●	●							●	●	●	●	●	●					●					●		●				●				🟡	
50	DIGLETT						●		●	●	●										●						🟠	🟠	🟠			●	●		●										●				●		●		🟡			

TECHNICAL & HIDDEN MACHINE CHART

● CAN USE 🟠 VERY EFFECTIVE 🟡 CAN USE IN YELLOW ONLY

	TM & HM ▶	01 MEGA PUNCH	02 RAZOR WIND	03 SWORDS DANCE	04 WHIRLWIND	05 MEGA KICK	06 TOXIC	07 HORN DRILL	08 BODY SLAM	09 TAKE DOWN	10 DOUBLE-EDGE	11 BUBBLEBEAM	12 WATER GUN	13 ICE BEAM	14 BLIZZARD	15 HYPER BEAM	16 PAY DAY	17 SUBMISSION	18 COUNTER	19 SEISMIC TOSS	20 RAGE	21 MEGA DRAIN	22 SOLARBEAM	23 DRAGON RAGE	24 THUNDERBOLT	25 THUNDER	26 EARTHQUAKE	27 FISSURE	28 DIG	29 PSYCHIC	30 TELEPORT	31 MIMIC	32 DOUBLE TEAM	33 REFLECT	34 BIDE	35 METORONOME	36 SELFDESTRUCT	37 EGG BOMB	38 FIRE BLAST	39 SWIFT	40 SKULL BASH	41 SOFTBOILED	42 DREAM EATER	43 SKY ATTACK	44 REST	45 THUNDER WAVE	46 PSYWAVE	47 EXPLOSION	48 ROCK SLIDE	49 TRI ATTACK	50 SUBSTITUTE	01 CUT	02 FLY	03 SURF	04 STRENGTH	05 FLASH
	POKéMON	NRM	NRM	NRM	NRM	NRM	PSN	NRM	NRM	NRM	NRM	WTR	WTR	ICE	ICE	NRM	NRM	FTG	FTG	FTG	NRM	GRS	GRS	DRG	ELC	ELC	GRD	GRD	GRD	PSY	PSY	NRM	NRM	PSY	NRM	NRM	NRM	NRM	FIR	NRM	NRM	NRM	PSY	FLY	PSY	ELC	PSY	NRM	RCK	NRM	NRM	NRM	FLY	WTR	NRM	NRM
51	DUGTRIO						●		●	●	●					●					●						🟠	●	🟠			●	●		●										●				●		●	🟡				
52	MEOWTH						●		🟠	🟠	🟠	●	●				🟠				🟠				●	●						●	●		●					🟠	🟠				●						●					
53	PERSIAN						●		🟠	🟠	🟠	●	●			🟠	🟠				🟠				●	●						●	●		●					🟠	🟠				●						●					
54	PSYDUCK	●				●	●		●	●	●	🟠	🟠	●	●		●	●	●	●	●								●			●	●		●					●	●				●						●			🟠	●	
55	GOLDUCK	●				●	●		●	●	●	🟠	🟠	●	●	●	●	●	●	●	●								●			●	●		●					●	●				●						●			🟠	●	
56	MANKEY	●				●	●		●	●	●						●	🟠	●	●	●				●	●			●			●	●		●	●				●	●				●				●		●				●	
57	PRIMEAPE	●				●	●		●	●	●					●	●	🟠	●	●	●				●	●			●			●	●		●	●				●	●				●				●		●				●	
58	GROWLITHE						●		●	●	●										●			●					●			●	●	●	●				🟠	●	●				●						●					
59	ARCANINE						●		●	●	●					●					●			●					●		●	●	●	●	●				🟠	●	●				●						●					
60	POLIWAG						●		●	●	●	🟠	🟠	●	●						●									●		●	●		●						●				●		●				●			🟠		
61	POLIWHIRL	●				●	●		●	●	●	🟠	🟠	●	●			●	●	●	●						●	●		●		●	●		●	●					●				●		●				●			🟠	●	
62	POLIWRATH	●				●	●		●	●	●	🟠	🟠	●	●	●		🟠	●	●	●						●	●		●		●	●		●	●					●				●		●				●			🟠	●	
63	ABRA	●				●	●		●	●	●							●	●	●	●									🟠	●	●	●	●	●	●					●				●	●	●			●	●					●
64	KADABRA	●				●	●		●	●	●							●	●	●	●								●	🟠	●	●	●	●	●	●					●				●	●	●			●	●					●
65	ALAKAZAM	●				●	●		●	●	●					●		●	●	●	●								●	🟠	●	●	●	●	●	●					●				●	●	●			●	●					●
66	MACHOP	●				●	●		●	●	●							🟠	●	●	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
67	MACHOKE	●				●	●		●	●	●							🟠	●	●	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
68	MACHAMP	●				●	●		●	●	●					●		🟠	●	●	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
69	BELLSPROUT			●			●			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
70	WEEPINBELL			●			●			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
71	VICTREEBEL			●			●		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
72	TENTACOOL			●			●			●	●	🟠	🟠	●	●						●	●										●	●	●	●						●				●						●	●		🟠		
73	TENTACRUEL			●			●			●	●	🟠	🟠	●	●	●					●	●										●	●	●	●						●				●						●	●		🟠		
74	GEODUDE	●					●		●	●	●							●	●	●	●						🟠	●	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
75	GRAVELER	●					●		●	●	●							●	●	●	●						🟠	●	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
76	GOLEM	●				●	●		●	●	●					●		●	●	●	●						🟠	●	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
77	PONYTA						●	●	●	●	●										●											●	●	●	●				🟠	●	●				●						●					
78	RAPIDASH						●	●	●	●	●					●					●											●	●	●	●				🟠	●	●				●						●					
79	SLOWPOKE						●		●	●	●	🟠	🟠	●	●		●				●						●	●	●	🟠	●	●	●	●	●				●	●	●				●	●	●			●	●			🟠	●	●
80	SLOWBRO	●				●	●		●	●	●	🟠	🟠	●	●	●	●	●	●	●	●						●	●	●	🟠	●	●	●	●	●				●	●	●				●	●	●			●	●			🟠	●	●
81	MAGNEMITE						●			●	●										●				🟠	🟠					●	●	●	●	●					●					●	●					●					●
82	MAGNETON						●			●	●					●					●				🟠	🟠					●	●	●	●	●					●					●	●					●					●
83	FARFETCH'D		🟠	●	●		●		🟠	🟠	🟠										🟠											●	●	●	●					🟠	🟠				●						●	🟠	🟠			
84	DODUO				●		●		🟠	🟠	🟠										🟠											●	●	●	●						🟠			🟠	●					🟠	●		🟠			
85	DODRIO				●		●		🟠	🟠	🟠					🟠					🟠											●	●	●	●						🟠			🟠	●					🟠	●		🟠			
86	SEEL						●	●	●	●	●	🟠	🟠	●	●		●				●											●	●		●						●				●						●			🟠	●	
87	DEWGONG						●	●	●	●	●	🟠	🟠	🟠	🟠	●	●				●											●	●		●						●				●						●			🟠	●	
88	GRIMER						●		●												●	●			●	●						●	●		●		●		●						●			●			●					
89	MUK						●		●							●					●	●			●	●						●	●		●		●		●						●			●			●					
90	SHELLDER						●			●	●	🟠	🟠	●	●						●										●	●	●	●	●		●			●					●			●		●	●			🟠		
91	CLOYSTER						●			●	●	🟠	🟠	🟠	🟠	●					●										●	●	●	●	●		●			●					●			●		●	●			🟠		
92	GASTLY						●														●	●			●	●				●		●	●		●		●						●		●		●	●			●					
93	HAUNTER						●														●	●			●	●				●		●	●		●		●						●		●		●	●			●					
94	GENGAR	●				●	●		●	●	●					●		●	●	●	●	●			●	●				●		●	●		●	●	●				●		●		●		●	●			●				●	
95	ONIX						●		●	●	●										●						🟠	●	🟠			●	●		●		●				●				●			●	🟠		●				●	
96	DROWZEE	●				●	●		●	●	●							●	●	●	●									🟠	●	●	●	●	●	●					●		🟠		●	●	●			●	●					●
97	HYPNO	●				●	●		●	●	●					●		●	●	●	●									🟠	●	●	●	●	●	●					●		🟠		●	●	●			●	●					●
98	KRABBY			●			●		●	●	●	🟠	🟠	●	●						●											●	●		●										●						●	●		🟠	●	
99	KINGLER			●			●		●	●	●	🟠	🟠	●	●	●					●											●	●		●										●						●	●		🟠	●	
100	VOLTORB						●			●											●				🟠	🟠					●	●	●	●	●		●			●					●	●		●			●					●

TECHNICAL & HIDDEN MACHINE CHART

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TM & HM	01 MEGA PUNCH	02 RAZOR WIND	03 SWORDS DANCE	04 WHIRLWIND	05 MEGA KICK	06 TOXIC	07 HORN DRILL	08 BODY SLAM	09 TAKE DOWN	10 DOUBLE-EDGE	11 BUBBLEBEAM	12 WATER GUN	13 ICE BEAM	14 BLIZZARD	15 HYPER BEAM	16 PAY DAY	17 SUBMISSION	18 COUNTER	19 SEISMIC TOSS	20 RAGE	21 MEGA DRAIN	22 SOLARBEAM	23 DRAGON RAGE	24 THUNDERBOLT	25 THUNDER
POKéMON	NRM	NRM	NRM	NRM	NRM	PSN	NRM	NRM	NRM	NRM	WTR	WTR	ICE	ICE	NRM	NRM	FTG	FTG	FTG	NRM	GRS	GRS	DRG	ELC	ELC
101 ELECTRODE						●			●						●					●				🟠	🟠
102 EXEGGCUTE						●			●	●										●					
103 EXEGGUTOR						●			●	●					●					●	🟠	🟠			
104 CUBONE	●				●	●		●	●	●	●	●	●	●			●	●	●	●					
105 MAROWAK	●				●	●		●	●	●	●	●	●	●	●		●	●	●	●					
106 HITMONLEE	●				●	●		●	●	●							🟠	●	●	●					
107 HITMONCHAN	●				●	●		●	●	●							🟠	●	●	●					
108 LICKITUNG	🟠		●		🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠				●	●
109 KOFFING						●														●				●	●
110 WEEZING						●									●					●				●	●
111 RHYHORN						●	●	●	●	●										●				●	●
112 RHYDON	●				●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●
113 CHANSEY	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●
114 TANGELA			●			●		●	●	●					●					●	🟠	🟠			
115 KANGASKHAN	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠				●	●
116 HORSEA						●			●	●	🟠	🟠	●	●						●					
117 SEADRA						●			●	●	🟠	🟠	●	●	●					●					
118 GOLDEEN						●	●		●	●	🟠	🟠	●	●						●					
119 SEAKING						●	●		●	●	🟠	🟠	●	●	●					●					
120 STARYU						●			●	●	🟠	🟠	●	●						●				●	●
121 STARMIE						●			●	●	🟠	🟠	●	●	●					●				●	●
122 MR. MIME	●				●	●		●	●	●					●		●	●	●	●		●		●	●
123 SCYTHER			●			●			●	●					●					●					
124 JYNX	●				●	●		●	●	●	●	●	🟠	🟠	●		●	●	●	●					
125 ELECTABUZZ	●				●	●		●	●	●					●		●	●	●	●				🟠	🟠
126 MAGMAR	●				●	●		●	●	●					●		●	●	●	●					
127 PINSIR			●			●		●	●	●					●		●		●	●					
128 TAUROS						●	●	🟠	🟠	🟠			●	●	🟠					🟠				●	●
129 MAGIKARP																									
130 GYARADOS						●		●	●	●	🟠	🟠	●	●	●					●			●	●	●
131 LAPRAS						●	●	●	●	●	🟠	🟠	🟠	🟠	●					●		●	●	●	●
132 DITTO																									
133 EEVEE						●		🟠	🟠	🟠										🟠					
134 VAPOREON						●		●	●	●	🟠	🟠	●	●	●					●					
135 JOLTEON						●		●	●	●					●					●				🟠	🟠
136 FLAREON						●		●	●	●					●					●					
137 PORYGON						●			🟠	🟠			●	●	🟠					🟠				●	●
138 OMANYTE						●		●	●	●	🟠	🟠	●	●						●					
139 OMASTAR						●	●	●	●	●	🟠	🟠	●	●	●		●		●	●					
140 KABUTO		🟡	🟡		🟡	●		●	●	●	🟠	🟠	●	●	🟡		🟡		🟡	●					
141 KABUTOPS		●	●		●	●		●	●	●	🟠	🟠	●	●	●		●		●	●					
142 AERODACTYL		●		●		●			●	●					●					●			●		
143 SNORLAX	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠	🟠	●	●	●	🟠		●		●	●
144 ARTICUNO		●		●		●			●	●	●	●	🟠	🟠	●					●					
145 ZAPDOS		●		●		●			●	●					●					●				🟠	🟠
146 MOLTRES		●		●		●			●	●					●					●					
147 DRATINI						●		●	●	●	●	●	●	●						●			●	●	●
148 DRAGONAIR						●	●	●	●	●	●	●	●	●						●			●	●	●
149 DRAGONITE		●				●	●	●	●	●	●	●	●	●	●					●			●	●	●
150 MEWTWO	●				●	●		●	●	●	●	●	●	●	●	●	●	●	●	●		●		●	●

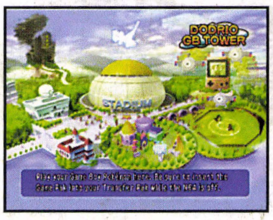
TM & HM	26 EARTHQUAKE	27 FISSURE	28 DIG	29 PSYCHIC	30 TELEPORT	31 MIMIC	32 DOUBLE TEAM	33 REFLECT	34 BIDE	35 METORONOME	36 SELFDESTRUCT	37 EGG BOMB	38 FIRE BLAST	39 SWIFT	40 SKULL BASH	41 SOFTBOILED	42 DREAM EATER	43 SKY ATTACK	44 REST	45 THUNDER WAVE	46 PSYWAVE	47 EXPLOSION	48 ROCK SLIDE	49 TRI ATTACK	50 SUBSTITUTE	01 CUT	02 FLY	03 SURF	04 STRENGTH	05 FLASH
POKéMON	GRD	GRD	GRD	PSY	PSY	NRM	NRM	PSY	NRM	NRM	NRM	NRM	FIR	NRM	NRM	NRM	PSY	FLY	PSY	ELC	PSY	NRM	RCK	NRM	NRM	NRM	FLY	WTR	NRM	NRM
101 ELECTRODE					●	●	●	●	●		●			●	●				●	●		●			●					●
102 EXEGGCUTE				🟠	●	●	●	●	●		●	●							●		●	●			●					
103 EXEGGUTOR				🟠	●	●	●	●	●		●	●							●		●	●			●				●	
104 CUBONE	🟠	●	🟠			●	●		●				●		●				●						●				●	
105 MAROWAK	🟠	●	🟠			●	●		●				●		●				●						●				●	
106 HITMONLEE						●	●		●	●				●	●				●						●				●	
107 HITMONCHAN						●	●		●	●				●	●				●						●				●	
108 LICKITUNG	●	●				●	●		●				●		🟠				●						●	🟠		●	🟠	
109 KOFFING						●	●		●		●		●						●			●			●					
110 WEEZING						●	●		●		●		●						●			●			●					
111 RHYHORN	🟠	🟠	🟠			●	●		●				●		●				●				🟠		●				●	
112 RHYDON	🟠	🟠	🟠			●	●		●				●		●				●				🟠		●			●	●	
113 CHANSEY				●	●	●	●	●	●	●		🟠	●		🟠	●			●	●	●			🟠	●				🟠	●
114 TANGELA						●	●		●						●				●						●	●				
115 KANGASKHAN	●	●				●	●		●				●		🟠				●				●		●			●	🟠	
116 HORSEA						●	●		●					●	●				●						●			🟠		
117 SEADRA						●	●		●					●	●				●						●			🟠		
118 GOLDEEN						●	●		●					●	●				●						●			🟠		
119 SEAKING						●	●		●					●	●				●						●			🟠		
120 STARYU				●	●	●	●	●	●					●	●				●	●	●			●	●			🟠		●
121 STARMIE				🟠	●	●	●	●	●					●	●				●	●	●			●	●			🟠		●
122 MR. MIME				🟠	●	●	●	●	●	●					●				●	●	●				●					●
123 SCYTHER						●	●		●					●	●				●						●	●				
124 JYNX				🟠	●	●	●	●	●	●					●				●		●				●					
125 ELECTABUZZ				●	●	●	●	●	●	●				●	●				●	●	●				●				●	●
126 MAGMAR				●	●	●	●		●	●			🟠		●				●		●				●				●	
127 PINSIR						●	●		●										●						●	●			●	
128 TAUROS	●	●				●	●		●				●		🟠				●						●				🟠	
129 MAGIKARP																														
130 GYARADOS						●	●	●	●				●		●				●						●			🟠	●	
131 LAPRAS				●		●	●	●	●						●				●		●				●			🟠	●	
132 DITTO																														
133 EEVEE						●	●	●	●					🟠	🟠				●						●					
134 VAPOREON						●	●	●	●					●	●				●						●			🟠		
135 JOLTEON						●	●	●	●					●	●				●	●					●					●
136 FLAREON						●	●	●	●				🟠	●	●				●						●					
137 PORYGON				●	●	●	●	●	●					🟠	🟠				●	●	●			🟠	●					●
138 OMANYTE						●	●	●	●										●						●			🟠		
139 OMASTAR						●	●	●	●						●				●						●			🟠		
140 KABUTO						●	●	●	●						🟡				●						●			🟠		
141 KABUTOPS						●	●	●	●						●				●						●	🟡		🟠		
142 AERODACTYL						●	●	●	●				●	●				🟠	●						●		🟠			
143 SNORLAX	●	●		●		●	●	●	●	●	🟠		●		🟠				●		●		●		●			●	🟠	
144 ARTICUNO						●	●	●	●					●				🟠	●						●		🟠			
145 ZAPDOS						●	●	●	●					●				🟠	●	●					●		🟠			●
146 MOLTRES						●	●	●	●				🟠	●				🟠	●						●		🟠			
147 DRATINI						●	●	●	●				●	●	●				●	●					●			●		
148 DRAGONAIR						●	●	●	●				●	●	●				●	●					●			●		
149 DRAGONITE						●	●	●	●				●	●	●				●	●					●			●	●	
150 MEWTWO				🟠	●	●	●	●	●	●	●		●		●				●	●	●			●	●				●	●

STADIUM SECRETS

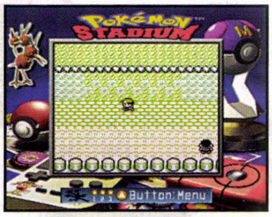
Pokémon Stadium has several surprises for the true Pokémon Masters out there. As you beat the challenges the game has to offer, you'll be rewarded with bonus features and ultra-rare Pokémon. Keep in mind, however, that some of these objectives are extremely hard and will require lots of practice on both your Game Boy and N64.

DODUO AND DODRIO GAME BOY

Once you beat the Master Ball in the Poké or Prime Cup, you'll receive the Doduo Game Boy. With it, you can play at Game Boy Tower at twice the normal speed. If you finish the Master Ball in both Cups you'll get the Dodrio Game Boy, which goes four times the normal speed.



Place your Game Boy Pokémon here. Be sure to insert the Game Pak into your Transfer Pak while the N64 is off.

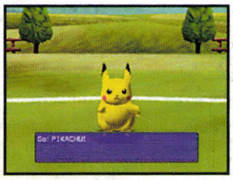


POKéMON YELLOW PIKACHU

You don't have to accomplish anything to see this feature—all you need to do is plug a Pokémon Yellow Game Pak in to the Transfer Pak. You can then go to the Gallery and take pictures of your special Pikachu, whose animations are different from the Pikachu in Red and Blue.

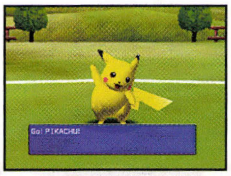
RED

BLUE



Go! PIKACHU!

YELLOW

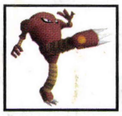


Go! PIKACHU!

POKéMON PRESENTS

Whenever you finish the Gym Leader Castle in Round 1 or 2, you'll be rewarded with a relatively rare Pokémon. These range from the three Pokémon you choose from at the beginning of Red and Blue to other elusive creatures. Which one you get is randomly determined.

BULBASAUR



HITMONLEE

CHARMANDER

HITMONCHAN

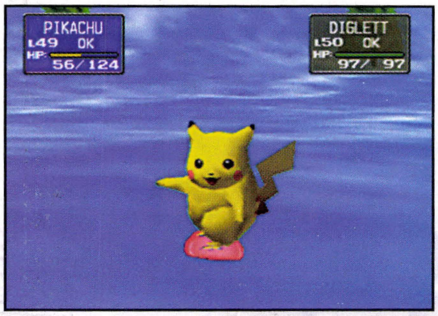
SQUIRTLE

OMANYTE

EEVEE

KABUTO

SURFING PIKACHU



If you bring your own Pikachu through Round Two of the Prime Cup Master Ball and use it in every round, it will learn the HM Surf. It's great in battle, and you can use this Surfing Pikachu to open a minigame in the house south of Fuchsia City in the Pokémon Yellow Game Pak.

KIDS' CLUB DIFFICULTY

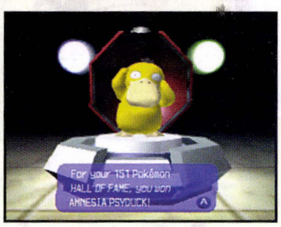
There's even a secret buried in the minigames at the Kids' Club. If you choose "Who's the Best" and beat the CPU players five times in a row, you'll unlock a fourth difficulty option. "Hyper" plays exactly the way it sounds—you'll have to play incredibly well to win.

POKéMON YELLOW PIKACHU

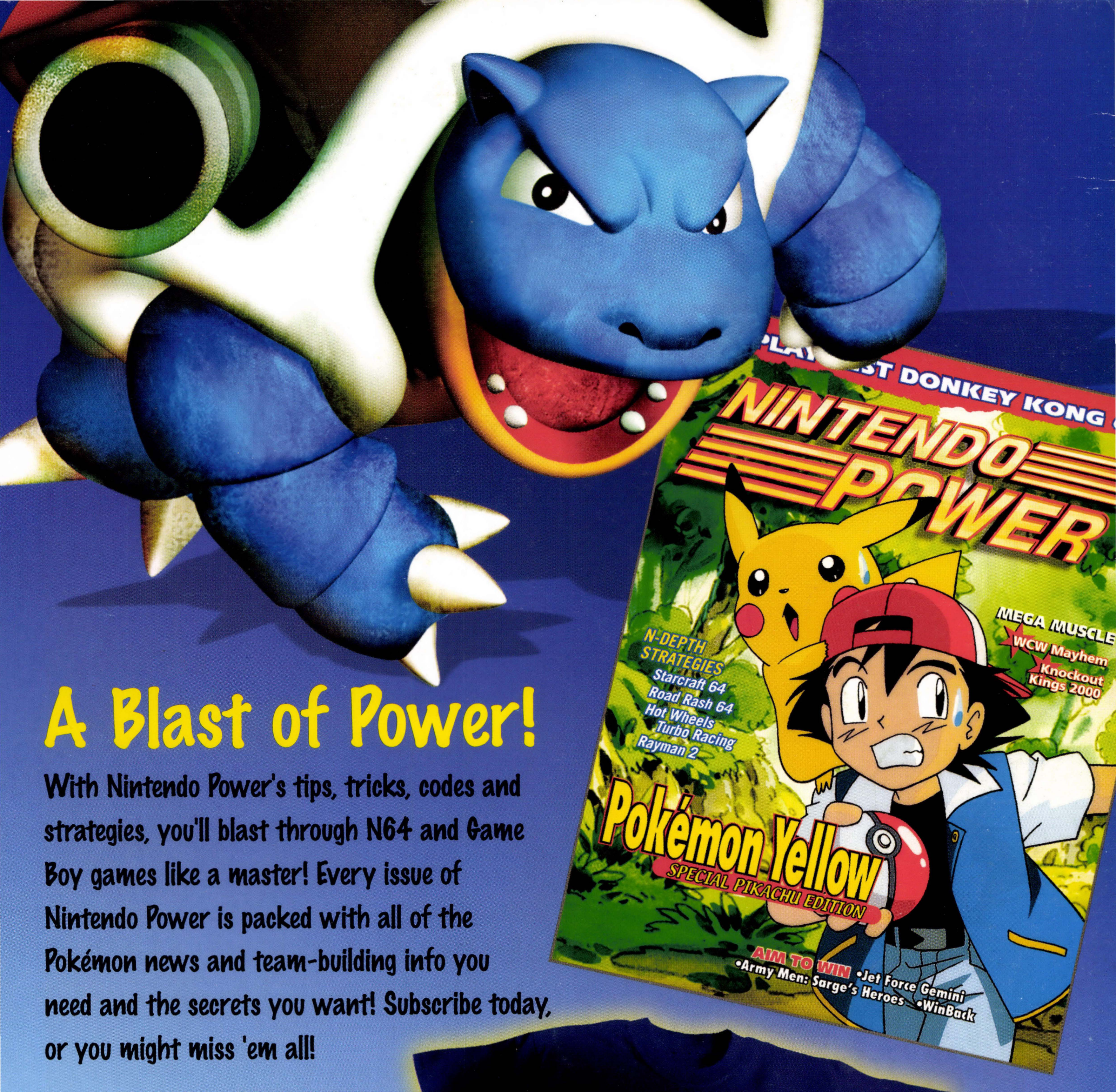
If you beat Mewtwo in Round 2, you'll unlock some rare stickers. Go into the Gallery, then hold down the L and R Buttons and move to the cursor to "Print." It'll switch to "Bonus," allowing you to print out the title screen backgrounds from the game at a Pokémon Snap Station.

AMNESIA PSYDUCK

This is the toughest challenge of all. If you manage to put all 151 Pokémon into the Hall of Fame, you'll be rewarded with a special Psyduck that has been equipped with the attack Amnesia. With its Special rating through the roof, this Psyduck's a superpowerful foe!



For your 151 Pokémon
HALL OF FAME, you won
AMNESIA PSYDUCK!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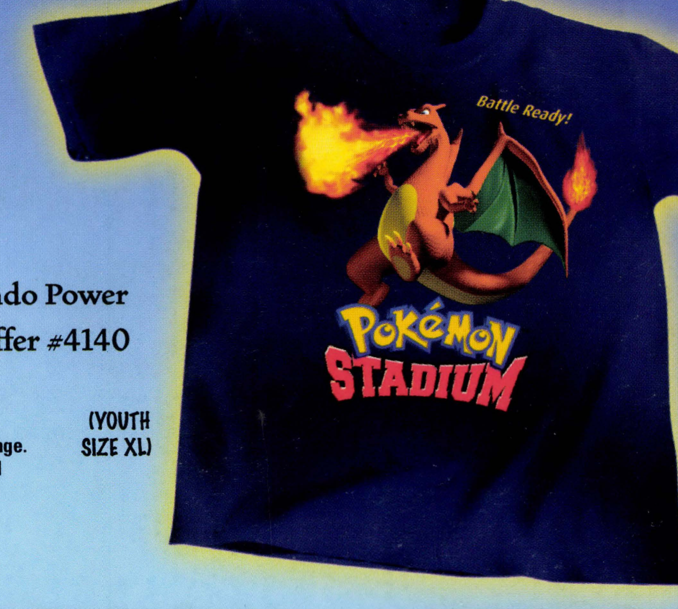
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HP: 59/ 69
DITTY
L25 OK
HP: 30/ 60

DRATINI
L25 OK
HP: 67/ 67
PARY
L25 OK
HP: 52/ 52

Go! DRATINI!

PIKACHU
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HP: 64/ 64
WEEDLY
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